

Insidious Intentions

The Book of Villainy



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Artist Gennifer Bone

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APG: Advanced Player's Guide

Several places in this book refer to one or more spells that are found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any spells that can be found in the *Pathfinder Roleplaying Game Core Rulebook* are not specially noted as such. Any spell that cannot be found in either this book or the *Pathfinder Roleplaying Game Core Rulebook* will have a superscript denotation after the spell's name, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with. In some cases, feats or class features (such as rogue talents or rage powers) may have the same abbreviations.

AA1: Advanced Arcana Volume 1	NA12: Necromancer's Almanac 2012
AA2: Advanced Arcana Volume 2	NA13: Necromancer's Almanac 2013
AA3: Advanced Arcana Volume 3	UC: Ultimate Combat
AA4: Advanced Arcana Volume 4	UM: Ultimate Magic

Warning!

Before you read further, be aware that this book addresses some topics that may make some readers uncomfortable. Because the book is tailored to villainous and evil characters, there is discussion of a variety of villainous and evil things, including (but not necessarily limited to): dismemberment, serial murder, human sacrifice, kidnapping, enslavement, and torture. While we have done our best to handle these topics with care and tact, we recommend using your own judgment, and not proceeding further if you are concerned that such topics might be upsetting to you. Similarly, if you intend to use content from this book in your game, **please** discuss it with the other members of your gaming group first, to ensure that they will not be offended or made uncomfortable by it.

Introduction

It seems that one universal truth about gaming groups is that for each and every one of them, you will find that its members have always talked about doing an evil campaign someday. In a few cases, some groups may have even tried, though in most cases the time has never quite been right, or there has always been some other holdout preventing them from pursuing the idea. For those few groups that have actually tried it, often it hasn't gone well, or ended early due to unrelated circumstances that could have killed any game. But whatever the case, for many of us, the evil campaign, wherein the players take the role of villains, rather than heroes, is one that is often talked about and dreamed of, but rarely pursued.

Some time ago, a company called Fire Mountain Games released a series of pre-made adventures that specifically tailored to groups that wanted to finally run that evil campaign that they'd always talked about. Called *Way of the Wicked*, this collection of adventures was a big hit, and proved that evil games can, in fact, be a reality, and not just a dream. But, as any accomplished villain will tell you, it takes more than a bad attitude and a strong plot to make a truly nefarious evildoer. The best villains don't simply do bad things. They do more than cross the line from "good" to "bad." They run right past that line and never look back. They revel in their deviousness, and take every opportunity to reach new heights of despicable evil. In short, one could say that they have style.

It's not terribly hard to create a villain from the existing character creation options. Any old fighter can easily be a bad guy, as long as he uses his combat prowess for evil, rather than good. But will that really make for a very fun game? Is it really that different to play an antipaladin who smites angels than it is to play a paladin who smites demons? Why can't there be some mechanical support for characters who aren't just evil-aligned adventurers or brooding anti-heroes, but true villains?

The short answer is, of course, that that's not what the game is really designed for. Part of the reason why the evil campaign has such a persistent and pervasive allure is that it is so different from what the game normally is. It turns everything on its head. It is, in a way, wrong, and forbidden, and, as a result, oh so tempting. But the fact of the matter is that while the rules of the game certainly don't prevent you from being villainous or evil with your character, the abilities that are provided by the various character classes were all written with heroes in mind, not villains.

The goal of this book is to provide mechanical options, in the form of archetypes and other class features (such as rage powers, rogue talents, and so on), that are specifically tailored for characters of a more villainous bent. From mad scientists to criminal masterminds to mass murderers and dark occultists, this book provides exciting options for characters of a wide variety of villainous styles. This is equally true for NPC villains, as well as those run by player characters, meaning that even if you have no interest in an evil campaign (or just know your group would never be able to make it happen), these options are still great for making your party's foes more memorable, and teaching your players to truly hate the villains of your campaign.

Because there are quite a lot of classes, and we wanted to ensure that we provided an appropriate level of depth for each, this particular volume focuses on five specific classes: the alchemist, barbarian, rogue, summoner, and witch. These five classes were selected for a variety of reasons, including their natural inclination towards villainous archetypes, and ensuring that we had a good mix of both caster and martial characters. While there may not be content in this book for every individual class, we're confident that most readers should be able to find something to spark their imagination, and that everyone will be able to find a character concept (with mechanical support) that suits their playstyle and preferences, even if it doesn't necessarily match a single predetermined class. We also hope to produce additional volumes in the future, which will allow us to focus on other classes.

The Sacrifice

Myrtle closed her eyes and took a deep breath, taking a moment to truly savor this instant in time, and store it away in her black and shriveled heart as the day that all of her hard work was finally going to pay off. The deep breath filled her nostrils with the acrid scent of sweat and fear, which, in this instant, was the sweetest aroma she could imagine. The heat from the braziers fell across her skin like a gentle caress. But the sensation in which she took the most pleasure was the sound of sobbing coming from the girl before her, bound hand and foot to Myrtle's massive stone altar. The sobbing of young, virginal girls was something of an acquired taste, Myrtle had found, but to her ears, those high wails sounded like beautiful, crystal chimes. And, like crystal, the girls were oh so fragile and delicate. Myrtle smiled to herself, though anyone who was watching her would have been hard-pressed to describe the action her cracked blue lips made as anything other than a grimace.

Normally Myrtle acquired her own sacrificial virgins, but today's case was special. She was a distant descendant of a valorous knight who had defeated and imprisoned a powerful demon lord, and, if the whispers that plagued Myrtle's dreams were correct, the key to the witch's plans to release her patron and master into the world once more. Myrtle had used her magic to track the girl down to an abbey that was watched over by an order of powerful holy knights, and then had contacted the local thieves' guild to find a specialist, an expert who she hired to seize the girl right out from under the noses of her protectors. The greasy man had delivered the girl to her bound and gagged in a sack. He had attempted to raise the price at the last minute, and, as far as Myrtle was concerned, was lucky that he had been allowed to leave with his skin in tact.

Myrtle was brought out of her recollections by the sound of a candelabra falling to the floor of her cavernous lair, and clattering off the rocks. It had been knocked over by the girl's struggles. She was a feisty one, all right, but, Myrtle thought to herself, it wouldn't make any difference in the long run. The girl wasn't going anywhere, now that she was atop Myrtle's altar. She put one bony finger to her lips and ran the fingers of her other hand down the girl's exposed belly.

"Coo...shhhh, now, my sweet. Don't rush old Myrtle. I'll get to you when I'm good and ready."

Slowly, Myrtle bent down and retrieved the candelabra from where it lay, carefully replacing it in the appropriate place on her altar. Then, carefully and deliberately, she picked up her ritual knife from its place on one side of the altar, and began to meticulously sharpen her fingernails with its blade, ensuring each one came to a sharp, needle-like point, and that the edges on either side were razor sharp. When the moon and stars reached the proper alignment, she would use these claws, annointed by the ritual knife, to tear into the flesh of her sacrifice and remove her still-beating heart, to serve as both a key to her master's prison, and as tribute to her dark patron.

Once again she ran her fingers down her victim's body, gently caressing her, not to comfort her, of course, but rather because Myrtle enjoyed watching the reaction it elicited from her captive. She was careful to avoid breaking the girl's skin with her razor-sharp nails: to do so would be to risk ruining the entire ritual, and she had worked too hard to allow everything to fall apart simply so that she cound enjoy toying with a pretty young thing, even if she did so revel in the look of terror that filled her victim's eyes. Of course, no one would begrudge her just a little fun, right?

"Do you know what I'm going to do with you, my pet? I'm going to use these nice sharp nails of mine, and plunge them deep into your chest. There will be blood everywhere, I'm afraid. It will ruin that beautiful marble complexion you have. But, alas, there's nothing to be done about it. Once I have you all nice and opened up, I'm going to rip out your heart and give it to my master...the one that your ancestor imprisoned so long ago. If you're lucky, you might just live long enough to watch him eat it."

This did not quite elicit the response that Myrtle had been hoping for. Perhaps it was the mention of the girl's ancestor, or perhaps it was the revelation that the night hag intended to free that ancient demon, but something about the statement seemed to have strengthened the girl's resolve. Rather than weakened it. She glared back with defiance, and said nothing.

"Hmmm...still holding out hope for a rescue party, are you?" Myrtle chuckled mirthlessly. "I'm afraid that there will be no white knight to save you today, deary. The time for the ritual has almost come. Once the last light fades from the cavern entrance, it will be time, and, as you can see, the light is nearly gone."

That did it. The girl's resolve crumbled like rusted armor. She had only minutes left, and could do nothing to save herself. She was doomed, and she knew it. Myrtle savored the look of utter hopelessness on her victim's face, and, envisioning all the rewards that she would receive for serving her master so faithfully, she finally raised her hands and began the ritual that would mark the beginning of her ultimate triumph.

New Alchemist Archetypes

Though their eccentricities often come across as harmless, alchemists love to experiment with the unknown, and there is no class better suited to the role of "mad scientist" than the alchemist, with his crazy concoctions and unnerving admixtures. From their ability to mix up strange chemical concoctions to their capacity to cause widespread destruction through volatile explosives, and their occasional dabbling in other, more biological sciences, alchemists are always a bit on the strange side, and alchemist villains can dial that up to extremes, performing horrible and sickening experiments in order to pursue their twisted goals, or addicting entire cities to their designer drugs.

The following section presents three new archetypes for the alchemist class. They are presented in alphabetical order.

Body Artist

The body artist is a sculptor whose medium is the flesh of living creatures. He is an experimenter, constantly striving to understand the miraculous nature of the living and how to improve upon nature's designs. To that end, he frequently undertakes surgery to remove the body parts of living creatures, collecting all kinds of exotic and specialized body parts and grafting them together into a single monstrosity of stitched flesh. Body artists focus entirely on organic grafts, and typically have little interest in the artificial, except as an aid to preservation, surgery, and other manipulations of the body.

Surgery: The chief skill of the body artist is the ability to surgically remove body parts from living creatures and make them into grafts, which he can install in the body of another living creature. This ability has two components: harvesting body parts for use in creating grafts, and installing grafts in recipients. Either case requires that the creature being operated on (whether to harvest body parts or install grafts) be alive, and either willing or helpless. Conducting surgery in this fashion requires 1d4 hours of work, and requires a successful Heal check (DC 10 + the creature's Hit Dice - the creature's Constitution modifier). If the body artist fails this check by 4 or less, then the operation is a failure, but he can try again immediately. If the body artist fails the check by 5 or more, then either the body part he is attempting to harvest is destroyed (preventing him from trying again and leaving the creature without the body part in question) or the graft he is trying to install is destroyed (requiring him to create another before he can try to install that graft on the recipient again). Whether the check is successful or not, the creature being operated on suffers 1d8 points of damage per hour of surgery. This damage is not subject to damage reduction. The body artist can reduce this damage to 1d4 per two hours by increasing the DC of the check by 5. A body artist can only harvest one body part from a given donor as

part of any given surgery, but if the donor survives, he can perform another surgery to harvest another body part.

For the purposes of this ability, there are five body parts that the body artist can either attempt to harvest in order to create grafts, or replace with grafts. These body parts are the eyes, hands, head, torso, or feet. Creating an eye graft requires removing both of the creature's eyes. Similarly, creating a hand graft requires removing both of the creature's hands or arms, and creating a feet graft requires removing both of the creature's feet or legs. See Appendix: Losing Limbs for more information on the effects of losing these body parts. Creating a head or torso graft requires removing vital parts of the creature, and is always lethal to the creature from which the parts are harvested.

Once the body artist harvests a body part, he can attempt to use it to create a special alchemical graft. There are a number of specific alchemical grafts, beginning on page 12. Each graft has specific requirements as far as what type of creature it can be created from, in addition to the requirement that the right body part be harvested (for example, the agile wings graft can only be made from a torso that was harvested from a fey, monstrous humanoid, or outsider that had wings. A torso harvested from another kind of creature could not be used.). Creating the graft requires 1 hour of uninterrupted work, and a successful Craft (alchemy) check (DC 10 + the donor's Hit Dice - the donor's Constitution modifier). If the body artist fails the check by 4 or less, then he can simply try again. If he fails by 5 or more, then the body part is destroyed. In order to make a graft, the body part that the body artist is using must have been harvested from the donor no more than 1 hour ago per Hit Dice the donor possessed.

Installing a graft into a recipient functions identically to harvesting a donor's body part. If the body artist succeeds in installing the graft, then he replaces some or all of the recipient's original body part with the graft. Unless the individual graft's description says otherwise, the loss of the original body part has no ill effect as long as the graft functions (see below). If the body artist's Heal check exceeds the DC to implant the graft by 5 or more, then he may automatically harvest the recipient's original body part that is being replaced by the graft, as long as the graft is not a head or torso graft.

Once a graft is created, it only lasts for so long before it begins to decay and rot, regardless of whether or not the body artist installs it in a recipient's body. Once a graft is created, it functions for a number of days equal to five times the body artist's Intelligence modifier, after which it ceases to function entirely. If the graft is a head or torso graft, there is no additional ill effect, but if it is an eye graft then the recipient suffers the normal penalties for losing both her eyes, and if it is a hand or feet graft, the recipient suffers the normal penalties for losing both feet, respectively.



A body artist applies a graft to a less-than-willing recipient. Art by Gennifer Bone.

A character that identifies a graft on another creature can attempt to damage the graft directly. The attacker must declare that she is targeting the graft prior to making her attack roll, and suffers a -4 penalty on the attack. Any attack that does not require an attack roll cannot target a graft directly. If the attack hits, both the recipient and the graft suffer the damage. A graft has a number of hit points equal to the alchemist level of the body artist that created it at the time that the graft was created. Whenever the recipient of a graft regains hit points, any grafts installed in her heal 1/5 as many hit points as she does. A graft that is reduced to o hit points is permanently destroyed.

This ability replaces the throw anything and mutagen class features.

Scalpel Artist (Ex): Beginning at 3rd level, a body artist's expertise with small, sharp surgical implements allows him to better put a knife or dagger to use on the battlefield. The body artist gains a +1 competence bonus on attack and damage rolls made with a dagger. At 7th level, and every 4 levels thereafter, this bonus increases by an additional +1 (to a maximum bonus of +5 at 19th level).

This ability replaces the increase to bomb damage at 3rd, 11th, and 19th levels.

Dismemberment (Ex): Beginning at 10th level, a body artist's expertise at cutting flesh grants him the ability to sever a creature's body parts in a single stroke, while in combat. As a full-round action, the body artist can choose one of the target's eyes, hands, or feet and make a single melee attack with a weapon that deals slashing damage. The attack is made at a -4 penalty. If the attack hits, it deals damage as normal, and the chosen body part is unusable until all the damage inflicted by this attack is healed. While the body part is disabled in this way, the target suffers penalties as though the body part had been severed (see Appendix: Losing Limbs for more information on these penalties). If the attack inflicts at least 1/5 the amount of hit points the target possessed before the attack, however, then the body part is actually severed, and the effect is permanent. Body parts severed in this way can automatically be harvested to be used in creating grafts.

This ability replaces the discovery gained at 10th level.

Superior Grafts (Ex): Beginning at 14th level, a body artist is able to create grafts that can integrate seamlessly with the recipient's body, and which are able to last indefinitely. Any grafts that the body artist creates and successfully installs on a recipient last indefinitely, and never cease to function unless they are specifically destroyed or removed. Grafts that are not installed on a recipient still decay, as normal.

This ability replaces the persistent mutagen class feature.

Chemical Fiend

These amoral masterminds create deadly and dangerous chemical substances which they use to kill their foes in horrible and malign ways. Specializing in deadly gases and burning acidic powders, the chemical fiend is both a skilled combatant and torturer, and strives to perfect the art of chemical warfare, often producing truly terrifying results.

Chemical Corrosion (Su): At 1st level, a chemical fiend gains the corrosive bomb discovery, even if he doesn't meet the prerequisites. Additionally, whenever a creature is damaged by one of the chemical fiend's corrosive bombs, if that creature possesses damage reduction of any kind, that damage reduction is reduced by 5 for 1 round.

This ability replaces the brew potion class feature.

Chemical Weapons (Su): A chemical fiend forgoes the study of mutagens, choosing instead to focus on ways to brew chemical cocktails that will kill his foes in horrible and gruesome ways. At 1st level, the chemical fiend learns the secret of creating three types of chemical weapons. Though each of these chemical weapons has different effects, the process of creating and using them is fairly similar. It takes 1 hour of uninterrupted work to create a single dose of any of these three chemical weapons. Because these chemical weapons are highly unstable, any interruption in the process, even for a moment, causes the ingredients to be spoiled, forcing the chemical fiend to begin the process again from scratch. Additionally, even once the chemical weapon is made, the chemical fiend must spend a standard action every 10 minutes in order to keep the various components from separating and rendering the chemical weapon useless. As a result, it is impossible for the chemical fiend to have more than one chemical weapon available at any given time.

Once a chemical weapon is made, the chemical fiend must succeed on a melee touch attack in order to deliver it to his target. Though the three different types of chemical weapons affect different parts of the target's body, this has no effect on the difficulty of the touch attack. Regardless of the type of chemical weapon being used, the target immediately takes an amount of acid damage equal to the chemical fiend's Intelligence modifier. Each round, on the chemical fiend's turn, the target suffers an additional amount of acid damage equal to the chemical fiend's Intelligence modifier. This continues for a number of rounds equal to the chemical fiend's alchemist level. Additionally, each of the three types of chemical weapons has an additional effect, outlined below.

Bloodburn Solution: This chemical weapon attacks the blood, causing it to boil and writhe within the target. This causes the target to suffer extreme pain, and wreaks havoc with her immune system, imposing a -4 penalty on all Fortitude saves that the target makes for the duration of the chemical weapon's effect. On the 11th round (if the chemical fiend's alchemist level is high enough and the effects of the chemical weapon are not stopped), the target's blood vessels rupture, forcing her to succeed on a Fortitude save (DC 10 + 1/2 the chemical fiend's alchemist level + the chemical fiend's Intelligence modifier) or suffer 3d6 points of bleed damage.

Brain Paralytic: This chemical weapon targets the brain, deadening the target's neural pathways and effectively shutting down her ability to think or function. The target suffers a -4 penalty on all Intelligence-, Wisdom-, and Charisma-based skill and ability checks for the duration of the chemical weapon's effect. Additionally, if the target is capable of casting spells, then each round, when she takes damage from the chemical weapon, she also loses a single prepared spell or unused spell slot of her choice. On the 11th round (if the chemical fiend's alchemist level is high enough and the effects of the chemical weapon are not stopped), the target's brain temporarily shuts down, and she must succeed on a Fortitude save (DC 10 + 1/2 the chemical fiend's alchemist level + the chemical fiend's Intelligence modifier) or be rendered paralyzed for 1d4 rounds.

Crawlskin Concoction: This chemical weapon affects the target's skin, causing her to break out in horrible and debilitating rashes, boils, pustules, and worse. For the chemical weapon's duration, the target suffers a -4 penalty to attack rolls, AC, ability checks, skill checks, and saving throws. The target can negate this penalty until the beginning of her next turn by scratching at the affected area as a move action. On the 11th round (if the chemical fiend's alchemist level is high enough and the effects of the chemical weapon are not stopped), the target's condition worsens, and she must succeed on a Fortitude save (DC 10 + 1/2 the chemical fiend's alchemist level + the chemical fiend's Intelligence modifier) or be nauseated for a number of minutes equal to the chemical fiend's Intelligence modifier as she is driven to distraction by the painful sensations in her skin.

Regardless of the type of chemical weapon used, the chemical weapon's effects can be ended prematurely in one of several ways. First, an adjacent character can attempt to use the Heal skill to end the effect as a full-round action. This requires a successful Heal check (DC 10 + the chemical fiend's alchemist level + the chemical fiend's Intelligence modifier). Alternatively, a *restoration* spell, or more powerful magic, ends the effect.

This ability replaces the mutagen class feature.

Smoke Bomb: At 1st level, a chemical fiend gains the smoke bomb^{APG} discovery.

This ability modifies the discovery gained at 1st level.

Potent Alchemy (Ex): Beginning at 3rd level, a chemical fiend can craft more potent and dangerous alchemical substances. Whenever he crafts the acid or alchemist's fire alchemical items, they deal an additional amount of damage equal to the chemical fiend's alchemist level on a successful hit. Additionally, whenever he crafts a poison, the saving throw DC of that poison is increased by +2.

This ability replaces the swift alchemy class feature.

Venom Bomb: At 4th level, a chemical fiend gains the venom bomb discovery. Additionally, he can apply ingested and injury poisons to bombs that he modifies in this way as well, and they affect any creature hit by the bomb, as though they were a contact or inhaled poison. The saving throw DCs of ingested or injury poisons modified in this way are decreased by -4.

This ability replaces the discovery gained at 4th level.

Plague Bomb: At 8th level, a chemical fiend gains the plague bomb^{UM} discovery.

This ability modifies the discovery gained at 8th level.

Greater Plague Bomb At 16th level, a chemical fiend gains the greater plague bomb discovery.

This ability replaces the persistent mutagen class feature.

Chemical Holocaust (Su): At 18th level, a chemical fiend becomes especially adept at creating deadly chemical bombs. He may apply more than one discovery to a single bomb and have the effects stack. The chemical fiend can apply up to three discoveries to a single bomb in this way (*the chemical fiend could, for example, have a single bomb be modified by the acid bomb, concussive bomb, and smoke bomb discoveries simultaneously*).

This ability replaces the instant alchemy class feature.

Druglord

Druglords are alchemists devoted to creating and crafting potent chemical substances which have strong physical and mental effects on those who consume them. He uses this talent both to create powerful narcotics and to enhance his own extracts. A true master of drugs, a druglord can make the meek strong, and likewise make the strong into little more than broken shells of their former selves. He uses his addictive and potent concoctions to control those around him and achieve his own ends. Many characters he meets come to depend on the druglord for their fix, and through addiction, become slaves to his will. Druglords are directly responsible for the well-being of those who imbibe his narcotics and elixirs, and whether they spend their time in bliss or agony is completely up to his discretion.

Alchemical Addiction: Whenever a character imbibes a substance that a druglord has modified with a narcotic boost, she must succeed on a Fortitude save (DC 10 + 1/2 the druglord's level + the druglord's Intelligence modifier), or become addicted to that particular narcotic boost. Each day, a character that is addicted in this way must consume a dose of the narcotic boost to which she is addicted, or begin to suffer from withdrawal. A character that goes 24 hours without consuming at least one dose of the narcotic boost to which she is addicted becomes fatigued until she receives at least 1 dose of the narcotic boost. A character that goes 72 hours without consuming at least one dose of the narcotic boost to which she is addicted becomes exhausted, instead. These effects cannot be cured by normal or magical means for as long as the character remains addicted. Only ending the addiction or consuming a dose of the narcotic boost in question can end the effects of withdrawal.

If the character consumes at least one dose of the narcotic boost to which she is addicted, she is immediately cured of all withdrawal symptoms associated with that narcotic boost. For each week that the character goes without consuming any doses of the narcotic boost to which she is addicted, she may make another saving throw (at the same DC) to end the addiction. She gains a cumulative +2 bonus on this saving throw for each consecutive week that she has gone without consuming any doses of that narcotic boost. If the save is successful, the character is immediately cured of her addiction. The druglord is never at risk of becoming addicted to his own narcotic boosts, although he can potentially become addicted to the narcotic boosts of other druglords.

Narcotic Extracts (Su): Extracts created by a druglord have an additional narcotic component which offers certain benefits and causes a nearly instant addiction (see the alchemical dependency class feature). When he creates an extract, if that extract has a duration of 1 hour/level or less, the druglord may choose one of the following narcotic boosts to add to the extract. When consumed, the extract has additional effects based on what type of narcotic boost was chosen. Additionally, the character that imbibes the modified extract may become addicted to the narcotic boost that was added (see alchemical dependency, below). The benefits and drawbacks of a narcotic boost continue to affect the imbiber for the duration of the consumed extract. At 1st level, the druglord can add the following narcotic effects to his extracts.

Euphoria: This narcotic boost causes the imbiber to become incredibly happy, as she is filled with pleasant sensations. The imbiber gains an alchemical bonus equal to 1/4 the druglord's alchemist level (rounded down, minimum +1) on saving throws made to resist fear effects. Further, the imbiber becomes more susceptible to positive feelings, and any morale bonuses that the imbiber is currently benefitting from are increased by 50% (rounded down, minimum

Sidebar: Handling Addiction

The *Gamemastery Guide* presents rules for handling drugs and addiction. Since the druglord class was clearly written with that in mind, and several of the druglord's class features specifically reference the rules for drugs, some of you may be wondering why the druglord's narcotic extracts use their own rules for addiction, instead of using the rules that are already presented in the *Gamemastery Guide*. Aren't we just reinventing the wheel? Why not let GMs and players use the system they're already familiar with?

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The fact of the matter is that while the rules for drug addiction in the *Gamemastery Guide* are fine for what they do, we found that they were, in many ways, too severe. We don't want to come off as soft on drugs, or anything, but the idea that you slip into withdrawal immediately upon the end of a druglord's narcotic extract effect is simply ridiculous, and is going to make it basically impossible for anyone who gets addicted to the stuff to ever "get their fix" for more than a very short time. The existing rules also don't allow us to simulate withdrawal symptoms growing worse the longer the character goes without the drug. Basically, with the addiction rules from the *Gamemastery Guide*, you're either suffering from addiction or you're not, and that's pretty much it.

That said, we understand that some GMs may want to use the existing rules for addictions instead of those presented as part of the alchemical dependency class feature. For those that do, we recommend the following version of the class feature:

Alchemical Addiction: Whenever a character imbibes a substance that a druglord has modified with a narcotic boost, she must succeed on a Fortitude save (DC 10 + 1/2 the druglord's level + the druglord's Intelligence modifier), or become addicted to that particular narcotic boost. This functions as a minor addiction, except that the character does not suffer the effects of the addiction for 24 hours after consuming a dose of the narcotic boost to which she is addicted.

If the druglord is 7th level or higher, then the addiction functions as a moderate addiction, instead. If the druglord is 14th level or higher, then the addiction functions as a severe addiction, instead. The druglord is never at risk of becoming addicted to his own narcotic boosts, although he can potentially become addicted to the narcotic boosts of other druglords.



increase of +1). On the other hand, however, the imbiber becomes highly suggestible, and suffers a penalty on all saving throws made to resist charm effects equal to 1/4 the druglord's alchemist level (rounded down, minimum penalty of -1). The imbiber also suffers a -5 penalty on all Sense Motive checks, and the DC of any Bluff or Diplomacy check made against the imbiber is reduced by 5.

Paranoia: This narcotic boost causes the imbiber to become hyper-alert, and increases the speed at which she thinks. This has the effect of making her more perceptive and aware, but also makes her more imaginative and prone to expecting danger at all times. The imbiber gains a bonus on all initiative, Perception, and Sense Motive checks, as well as on all saving throws made to resist charm effects, equal to 1/4the druglord's alchemist level (rounded down, minimum 1). On the other hand, however, the imbiber becomes panicky and suspicious, suffering a penalty on all saving throws made to resist spells and effects with the fear descriptor equal to 1/4 the druglord's alchemist level (rounded down, minimum penalty of -1). Further, the imbiber suffers twice the normal penalties for being shaken, frightened, panicked, or cowering, and the duration of any effect that imposes one of those conditions on her is doubled.

This ability replaces the throw anything class feature and modifies the alchemy class feature.

Infusion: At 1st level, a druglord gains the infusion^{APG} discovery.

This replaces the brew potion class feature.

Narcotic Mutagen (Su): A druglord can add narcotic boosts to mutagens that he creates. He can choose any one narcotic boost that he knows to add to a given mutagen at the time that the mutagen is created. The narcotic boost applies the same penalties and drawbacks that it does when applied to an extract, and the effect lasts for the duration of the mutagen's effects.

This ability replaces the brew potion class feature and modifies the mutagen class feature.

Alchemical Narcotics: Beginning at 2nd level, a druglord can prepare narcotic boosts as standalone alchemical items, without needing to mix them into an extract or mutagen. Treat these as alchemical items with a market price of 75 gp, which cause those that consume them to gain the benefits and drawbacks for the associated type of narcotic boost for 10 minutes. A character that consumes one of these narcotic boosts may become addicted, as normal, but the saving throw DC to resist becoming addicted is only 11. Further, any aspects of the narcotic boost that depend on the druglord's alchemist level are treated as though he had an alchemist level of 1.

If desired, the druglord can make a more potent version of the narcotic boost as a standalone alchemical item. In this case, the duration of the effect is equal to 10 minutes per alchemist level that the druglord possesses, the saving throw DC to resist addiction is equal to 10 + 1/2 the druglord's alchemist level + the druglord's Intelligence modifier, and any effects that rely on the druglord's alchemist level use his actual alchemist level at the time that the item is made. This increases the market price of the item to be equal to the druglord's alchemist level x 75 gp, and increases the cost in raw materials and the time required to create it accordingly.

This ability replaces the poison use class feature.

Potent Drugs (Ex): Beginning at 3^{rd} level, the druglord learns to create drugs whose effects are difficult to resist. Whenever the druglord creates a drug with the Craft (alchemy) skill, the saving throw DC to resist becoming addicted to the drug is equal to 10 + 1/2 the druglord's alchemist level + the druglord's Intelligence modifier, or the drug's normal DC, whichever is higher. Additionally, whenever the druglord creates a drug with the Craft (alchemy) skill, he can choose to have the drug's effects last either half as long as normal or twice as long as normal (or for the normal amount of time, if desired).

This ability replaces the swift alchemy class feature.

Improved Narcotic Extracts (Su): At 6th level, a druglord gains access to the following narcotic boosts.

Mania: This narcotic boost causes the imbiber to become infused with frenetic energy, increasing the speed with which her body and mind react to stimuli. This narcotic effect grants the imbiber a bonus on all initiative checks equal to 1/2 the druglord's alchemist level (rounded down), as well as a dodge bonus to AC equal to 1/3 the druglord's alchemist level (rounded down). The narcotic boost also causes the target's metabolism to go into overdrive, which has a number of negative side effects. First, if the target is affected by any poisons at the same time that she is affected to the narcotic boost, then each round she is affected by the poison an additional time. This occurs regardless of the poison's normal frequency, and does not impact the poison's normal frequency in any way (for example, a poison with a frequency of 1/round for 6 rounds would affect her twice each round for 6 rounds for a total of 12 times, while a poison with a frequency of 1/minute for 10 minutes would affect her once per round plus an additional time every minute for 10 minutes, for a total of 110 times). If the imbiber is affected by any diseases, they are affected in the same way, except only once per hour, instead of once per round. Finally, the target's body shakes and spasms, imposing a penalty to CMB and CMD equal to 1/3 the druglord's alchemist level (rounded down).

Fury: This narcotic boost causes the imbiber to become enraged, and creates a chemical reaction in the body which temporarily stimulates muscle growth and efficiency. The imbiber gains a bonus on all weapon damage rolls equal to 1/3 the druglord's alchemist level (rounded down). Additionally, the imbiber gains a bonus on all Strength checks and all Strength-based skill checks equal to 1/2 the druglord's alchemist level (rounded down). The imbiber also becomes consumed with a wild and uncontrollable rage, however. When the imbiber first consumes the narcotic boost, and every minute thereafter, she must succeed on a Will save (DC 10 + 1/2 the druglord's alchemist level + the druglord's Intelligence modifier) or fly into a rage. If she fails this Will save, she must attack the nearest living creature to the best of her ability, regardless of whether that creature is normally an ally or enemy. While raging in this fashion, the imbiber may make a new Will save at the beginning of her turn each round to regain control. If she succeeds, she may act as she chooses, but is nauseated until the beginning of her next turn. Regaining control in this way does not prevent the imbiber from needing to continue making Will saves every minute.

This ability replaces the swift poisoner class feature.

Master Narcotic Extracts (Su): At 10th level, a druglord gains access to the following narcotic boosts.

Catatonia: This narcotic boost causes the imbiber to enter a trance-like state where she loses awareness of her surroundings and retreats almost entirely within herself. The imbiber becomes immune to charm and fear effects. Additionally, any Bluff, Diplomacy, or Intimidate check made against the imbiber suffers a -5 penalty. The narcotic boost has the unfortunate side effect of causing the imbiber to lose a certain amount of awareness of her surroundings, however. She suffers a -5 penalty on Initiative checks, as well as on Perception and Sense Motive skill checks. Finally, she is denied her Dexterity bonus to AC for the duration of the narcotic boost's effect.

Fugue: This narcotic boost deadens the imbiber's nerves and removes her sense of pain. The imbiber gains an amount of damage reduction equal to 1/3 the druglord's alchemist level (rounded down). Additionally, the imbiber

gains a bonus equal to 1/4 the druglord's alchemist level (rounded down) on all saving throws made to resist pain and death effects. The narcotic boost has the unfortunate side effect of making the imbiber weak and sluggish, however, and the imbiber suffers a -4 penalty to Strength and Dexterity for the duration of the narcotic boost's effect.

This ability replaces the poison immunity class feature.

Designer Drug: At 20th level, a druglord gains the designer drug grand discovery.

This ability modifies the grand discovery class feature.

New Alchemist Discoveries

The following section presents a variety of new alchemist discoveries and grand discoveries, which alchemist characters can select instead of the ones presented in the *Advanced Player's Guide*. Many of these discoveries are designed specifically to work in conjunction with the alchemist archetypes presented in this book, while others are general alchemist discoveries with a villainous bent. They are presented in alphabetical order. Discoveries marked with an asterisk (*) do not stack. Only one such discovery may be applied to a single bomb.

New Discoveries

Burning Oil*

Benefit: The alchemist can use the same materials he would normally use to make a bomb to produce a thick, tarlike substance, instead. This substance must be smeared on the target directly, requiring a melee touch attack instead of

Sidebar: Handling Fury Narcotics

While the effects of the fury narcotic boost are exciting and fun in the short term, they can become difficult and tedious to handle over long periods of time. Because a narcotic boost's duration is tied to the extract that it is used with, a fury narcotic boost could last anywhere from a few rounds to several hours. Having the user roll to avoid its "berserking" side-effect less than once per minute makes it very easy to avoid the drawback entirely, but means that, at longer durations, the user will need to make a lot of saving throws to resist it. If you find your game being bogged down by lots of rolls and timekeeping, we recommend the following simple solutions:

- When not in combat, or other stressful situations, allow the user to take 10 on Will saves made to resist the effects of the fury narcotic. This will dramatically reduce the number of rolls that need to be made, while still keeping the threat of flying into a rage a possibility when it really matters. GMs who feel that this is too generous may want to allow the user to take 8, instead. Other GMs may decide to simply waive the Will saves entirely, outside of stressful situations and combat.
- Rather than keep the game constantly moving in combat rounds so that you know when a new saving throw is necessary, whenever combat begins or you otherwise need to know how long it will be before the user needs to make a new saving throw, simply roll a dio, and that is how many rounds until the user next needs to make a saving throw.



a ranged attack to deliver. The effect of the slow-burning substance is powerful, however, and the target suffers normal damage for one of the alchemist's bombs immediately upon being coated with the substance. Additionally, on the beginning of the alchemist's turn each round for a number of rounds equal to the alchemist's Intelligence modifier, the target suffers additional damage as though she had been hit by splash damage from the affected bomb. The target can remove the substance with a Reflex save (DC 10 + 1/2 the alchemist's class level + the alchemist's Intelligence modifier) as a full-round action. Falling prone and rolling on the ground as part of this process grants a +4 bonus on the saving throw.

Corrosive Bomb*

Prerequisites: Alchemist 8.

Benefit: The alchemist can create a special bomb that erodes the target's defenses temporarily. The damage dealt by a corrosive bomb is acid damage. Additionally, a target that takes a direct hit from a corrosive bomb must succeed on a Fortitude save (DC 10 + 1/2 the alchemist's class level + the alchemist's Intelligence modifier) or have her natural armor bonus to AC (if any) reduced by an amount equal to the alchemist's Intelligence modifier for 1 round.

Detach Eye

Prerequisite: Alchemist 5.

Benefit: The alchemist can detach his own eye as a standard action, inflicting 1d4 points of damage to himself and causing him to suffer all the normal penalties of losing an eye (see Appendix: Losing Limbs for more information). While his eye is detached in this fashion, he can concentrate on it as a move action to view its surroundings as though seeing through it. This ability functions regardless of the distance between the alchemist and his detached eye, as long as the two are on the same plane.

While detached in this fashion, an eye has 1/50 the alchemist's maximum hit points (minimum 1), an AC of 13, and 0 hardness. If his eye is destroyed in this fashion, the alchemist must obtain a new one in some fashion in order to regain use of the eye. If the alchemist is able to acquire an intact eye from a living humanoid creature, he can attach it to himself a full-round action. Attaching an eye to himself in this way severs all links he had with any previous eyes that he removed for use with this ability.

Flying Eye

Prerequisites: Alchemist 8, detach eye.

Benefit: When the alchemist detaches an eye using his detach eye discovery, he can animate the eye by concentrating on it as a standard action. If he does, the eye takes flight, and can be directed telepathically by the alchemist as a move action. The eye flies at a speed of 100 feet (perfect maneuverability), and while flying, its AC improves to 18. The eye can be controlled at any distance, provided that both the alchemist and his eye remain on the same plane of existence. He must still concentrate on the eye as a standard action in order to view the world through it.

Forbidden Extracts

Prerequisites: Alchemist 16, infusion, poisonous extract. **Benefit:** The alchemist learns to create certain harmful infusions not generally known to most alchemists. He can create extracts which replicate the spells *blindness/deafness*, *contagion, poison,* and *reduce person*. He treats *reduce person* as a 1st-level extract, *blindness/deafness* as a 2nd-level extract, and *contagion* and *poison* as 3rd-level extracts. He also learns an effective method of force-feeding an extract to an unwilling recipient, allowing him to do so as a standard action with a successful melee touch attack. He can use this ability with any extract, not just extracts gained through this discovery.

Infuse Suggestibility

Prerequisites: Alchemist 5, infusion.

Benefit: When the alchemist creates an extract, he may choose to add an additional reagent which weakens the imbiber's mind and causes her to be more vulnerable to mind-altering effects. If he does, then for the duration of the extract's effects, the subject suffers a -4 penalty on Will saves, and a -10 penalty on Sense Motive checks.

Poisonous Extract

Prerequisites: Alchemist 5, infusion.

Benefits: When the alchemist creates an extract, he may choose to include a slow-acting poison which takes place at the end of the extract's duration. The alchemist can choose to add any poison of the ingested, inhaled, or injury types in this way, as long as its market price does not exceed 100 gp per alchemist level he possesses, and creates the poison from scratch as part of creating the extract. The poison effectively has an onset period equal to the duration of the extract, after which it affects the target normally.

Pox Bomb*

Prerequisites: Acid bomb.

Benefit: The alchemist can manufacture a bomb which causes the target's skin to erupt in horrible blisters, which fill with acid and then burst. Bombs manufactured in this way deal no damage upon impact. Instead, any creature that suffers a direct hit from the pox bomb must succeed on a Reflex save or become nauseated for 1 round, and then sickened for 1d4 rounds as horrible acid-filled boils and blisters erupt all over her skin. At the end of this time, the blisters and boils burst, dealing damage as normal for one of the alchemist's bombs that had been affected by the acid bomb discovery.

Venom Bomb*

Benefit: The alchemist can apply an inhaled or contact poison to a bomb. The alchemist must have a dose of the poison on hand, and it is expended in the creation of the bomb. Any character that suffers a direct hit from the bomb is exposed to the poison, and must succeed on a Fortitude save (with the poison's normal DC) to resist the effect.

Visual Transfusion

Prerequisite: Alchemist 8, detach eye. **Benefit:** The alchemist can perform an extensive surgery on a helpless or willing creature of Small or Medium size, wherein he extracts their eyes and replaces them with his own. This requires 10 minutes and a successful Heal check (DC 20). A failure by 4 or less indicates that while the operation failed, all eyes were successfully returned to where they belong, and the alchemist can try again without difficulty. A failure by 5 or more indicates that the operation failed and the other creature's eyes were destroyed as a result (the alchemist's eyes, and ability to see, are unaffected in this case). A failure by 10 or more indicates that both the alchemist's eyes and the other creature's eyes are destroyed, rendering both creatures blind.

At the surgery's conclusion, the alchemist successfully transplants both his eyes on to the target and the target's eyes onto himself, allowing both characters to see without difficulty. As a standard action, the alchemist can concentrate on the eyes that he implanted in the other creature in order to see from that creature's perspective, in a manner identical to the detach eye discovery.

The alchemist can perform this process again, swapping his new eyes with another helpless or willing creature, but he can only maintain the ability to view through the eyes of one creature at any given time. If he performs this surgery again, he loses the ability to view through the first creature's eyes.

New Grand Discoveries

Chemical Cocktail

Benefit: The alchemist's bombs are made from special materials that make the damage it inflicts harder to resist. Bombs that inflict fire damage do so through strange chemical processes, while bombs that inflict acid damage use incredibly potent and tailor-made acidic compounds, and so on. Regardless of the type of damage that the bomb inflicts, it is not subject to energy resistance or immunity.

Designer Drug

Benefit: Whenever the alchemist makes a drug using the Craft (alchemy) skill, he may choose to modify the drug such that it does not deal ability damage to the character that consumes it. Additionally, if the alchemist is capable of creating narcotic boosts, then whenever he makes a narcotic boost he may choose to have it only grant its beneficial aspects without causing any negative side effects, or, alternatively, he may choose to have it only impose its negative side effects without granting any bonuses or benefits. Finally, the alchemist knows how to create highly addictive drugs, and whenever he makes a drug or a narcotic boost, he may choose to increase the saving throw DC to resist becoming addicted to the drug by +5.

<u>Grafts</u>

The following grafts can be created by alchemists with the body artist archetype. They are listed in alphabetical order. Note that the weight of a graft is included only for the purposes of carrying unused grafts: a graft that has been installed on a recipient does not count against the amount of weight that creature can carry.

AGILE WINGS

Slot torso; **Donors** fey, monstrous humanoids, or outsiders; donor must have wings; **Weight** 3 lbs.

This graft attaches a pair of light, agile wings to the recipient's back, and grants the recipient a fly speed equal to her land speed, with good maneuverability. Additionally, the recipient gains a bonus on Fly checks equal to 1/2 the alchemist level of the body artist that created the graft. A body artist must be at least 5th level to create this graft.

ALLURING SKIN

Slot torso; **Donors** fey, humanoids, or outsiders; donor must have a Charisma score of 18 or higher; **Weight** 2 lbs.

This graft replaces the recipient's natural skin with that harvested from a creature of unearthly beauty, and grants the recipient a +2 bonus on all Charisma-based skill checks. For every 5 alchemist levels that the body artist that created the graft possessed when the graft was created, this bonus increases by +1.

ARCANE EYES

Slot eyes; **Donors** magical beasts, outsiders; donor must be capable of using at least one spell-like ability; **Weight** —

This graft replaces the recipient's eyes with a pair that are able to view magical auras, and grants the recipient the ability to use *detect magic* as a spell-like ability at will.

BREATH WEAPON

Slot head; **Donors** dragons or magical beasts; donor must have a breath weapon; **Weight** 1 lb.

This graft implants a special organ in the recipient's throat that allows her to breathe fire. Once per day, as a standard action, the recipient can unleash a torrent of fire in her choice of either a 30-foot line or a 15-foot cone. Each creature in the affected area suffers an amount of fire damage equal to 1d8 per two alchemist levels of the body artist that created the graft. A successful Reflex save (DC 10 + 1/2 the body artist's alchemist level + the recipient's Constitution modifier) halves this damage.

CLIMBING CLAWS

Slot hands or feet; **Donors** any; donor must have a climb or burrow speed; **Weight** 2 lbs.

This graft replaces either the recipient's hands or

feet with specially-adapted claws that are well-suited for climbing. This grants her a bonus on Climb checks equal to the body artist's alchemist level at the time that the graft was created. This graft can be applied to either the recipient's hands or feet, or to both. If it is applied to both, the bonuses do not stack, but the recipient gains a climb speed equal to her base movement speed.

DRAGON HIDE

Slot torso; Donors dragons; Weight 1 lb.

This graft replaces the recipient's skin with tough and magic-resistant dragon scales, which increases the recipient's natural armor to AC by an amount equal to 1/5 the alchemist level of the body artist that created the graft (rounded down, minimum +1), as well as an amount of spell resistance equal to 5 + the alchemist level of the body artist that created the graft. A body artist must be at least 10th level to create this graft.

EXTRA ARM

Slot hands; **Donors** fey, humanoids, or monstrous humanoids; **Weight** 5 lbs.

This graft gives the recipient an extra arm, which is fully under her control. The arm does not give the recipient any extra attacks or actions per round, although the arm can wield a weapon and be used to make attacks (potentially allowing the recipient to wield a two-handed weapon and a shield, for example). The recipient also gains a third ring magic item slot, and can wear and benefit from one additional magic ring (similarly, if the recipient is able to find any magic items that occupy the wrist or hand slots that does not require two or more pieces to function, such as a single magic gauntlet, she could wear that on the extra arm and gain its benefits, as well).

EXTRA LEG

Slot feet; Donors fey, humanoids, or monstrous humanoids; Weight 10 lbs.

This graft attaches a third leg to the recipient's torso, which improves the recipient's speed by 5 feet. For every 5 alchemist levels that the body artist that created the graft possessed when the graft was created, this bonus to movement speed increases by an additional 5 feet.

FACELESS

Slot head and eyes; **Donors** aberrations, magical beasts, monstrous humanoids, or outsiders; donor must have blindsight or telepathy; **Weight** 2 lbs.

This graft replaces the recipient's face with bare flesh, which, through strange and poorly-understood alchemical processes, allows her to see and communicate better than when she had eyes and a mouth. The recipient gains blindsight 120 feet and telepathy to a range of 100 feet. The recipient is unable to see or speak in the normal method, and suffers a -10 penalty on Disguise checks that involve having a face. The body artist must be at least 10th level to create this graft. This graft occupies both the head and eyes slots.

FERAL CLAWS

Slot hands; **Donors** aberrations, animals, magical beasts, monstrous humanoids, or outsiders; donor must have a claw attack; **Weight** 2 lbs.

This graft replaces the recipient's hands with razor-



Sidebar: Other Ways of Using Grafts

While the grafts presented in this section are designed primarily for use as class features available to alchemists with the body artist archetype, there is no reason that they can't be used in other ways in your game. The following optional rules provide guidelines for allowing players that are not body artists to either craft their own grafts or purchase them from body artist NPCs.

Crafting Grafts: If desired, the GM can allow characters with an interest in creating grafts, but who do not have the body artist archetype, to craft and apply grafts themselves. We recommend that this be handled in the same way that a body artist harvests, creates, and applies grafts, with a few exceptions. First, the DC for all skill checks involved in this process is increased by +5. Second, the character's effective alchemist level, for the purposes of grafts that require a minimum alchemist level, or which improve based on the level of their creator, is equal to 1/2 his Hit Dice (rounded down, minimum 1). Finally, the character must expend an amount of gold equal to 350 gp x his effective alchemist level in order to create a graft. If desired, the creator can choose to treat his effective alchemist level as being lower than it normally would be in order to make a cheaper graft. If the graft is ever destroyed (such as because it was improperly installed on a recipient), the expended gold is wasted.

Purchasing Grafts: If desired, the GM can allow characters to purchase grafts from a body artist (or other character capable of making grafts). The cost to do so is equal to 1,000 gp x the alchemist level of the body artist creating the graft. This cost includes the fee to attach the graft to the purchaser, and we recommend having the body artist make all necessary rolls in order to create and attach the graft to the purchaser (typically, the body artist will not offer refunds if the graft is destroyed or the recipient is harmed in the process).



sharp claws, which grants the recipient two primary claw natural attacks which deal 1d3 points of slashing damage if the recipient is Medium-sized. For every 4 alchemist levels that the body artist possessed when the graft was created, the recipient gains a +1 competence bonus on attack and damage rolls made with these claw attacks. This graft renders the recipient's hands clumsy and ineffectual, imposing a -2 penalty on attack rolls made with held weapons, and imposing a 10% arcane spell failure chance on any spell with somatic components (including divine spells).

FINS

Slot hands or feet; **Donors** any; donor must have a swim speed; **Weight** 3 lbs.

This graft adds fins and webbing to either the recipient's hands or feet, granting her a bonus on Swim checks equal to the body artist's alchemist level at the time that the graft was created. This graft can be applied to either the recipient's hands or feet, or to both. If it is applied to both, the bonuses do not stack, but the recipient gains a swim speed equal to her base movement speed.

GILLS

Slot head; **Donors** any; donor must be able to breathe water; **Weight** 1 lb.

This graft gives the recipient gills, which allows her to breathe water just as well as air. A body artist must be at least 5th level to create this graft.

HORN

Slot head; **Donors** animals, dragons, fey, magical beasts, monstrous humanoids, or vermin; donor must have a gore attack; **Weight** 3 lbs.

This graft attaches one or more horns to the recipient's head, granting her a primary gore natural attack which deals 1d4 points of piercing damage if the recipient is Medium-sized. For every 5 alchemist levels that the body artist possessed when the graft was created, the recipient gains a +1 competence bonus on attack and damage rolls made with this gore attack.

KEEN EYES

Slot eyes; **Donors** any; donor must have low-light vision or darkvision; **Weight** —

This graft replaces the recipient's eyes with a pair that are better adapted for dark conditions, and grants the recipient low-light vision. If the body artist that created the graft was at least 10th level when the graft was created, it also grants darkvision to a range of 60 feet.

MONSTROUS BITE

Slot head; **Donors** aberrations, animals, dragons, magical beasts, or vermin; donor must have a bite attack; **Weight** 3 lbs.

This graft replaces the recipient's jaw and teeth with those of a creature with a powerful bite. This grants the recipient a primary bite natural attack that deals 1d8 points of slashing and piercing damage if the recipient is Mediumsized. For every 4 alchemist levels that the body artist possessed when the graft was created, the recipient gains a +1 competence bonus on attack and damage rolls made with this bite attack.

POWERFUL WINGS

Slot torso; **Donors** animals, dragons, magical beasts, or monstrous humanoids; donor must have wings; **Weight** 7 lbs.

This graft attaches a pair of strong, powerful wings to the recipient's back, which grants the wearer a fly speed equal to twice her base movement speed, with poor maneuverability. A body artist must be at least 5th level to create this graft.

SLIME

Slot torso; Donors aberrations, or oozes; Weight 1 lb.

This graft replaces the recipient's skin with a membrane that exudes a slick mucus. This causes the recipient to constantly be coated in a slick and disgusting slime, which provides a bonus equal to 1/2 the body artist's alchemist level (rounded down, minimum +1) on Escape Artist checks, as well as on combat maneuver checks made to escape a grapple and CMD for the purposes of defending a grapple.

STENCH

Slot torso; **Donors** any; donor must have the stench special quality; **Weight** 1 lb.

This graft implants a gland within the recipient's body which causes the recipient to exude a foul odor that forces adjacent creatures to succeed on a Fortitude save (DC 10 + 1/2 the body artist's alchemist level + the recipient's Constitution modifier) or become sickened for as long as they remain adjacent to the recipient, and for 1d4 rounds thereafter.

TENDRILS

Slot hands; **Donors** aberrations, oozes, or plants; **Weight** 1 lb.

This graft attaches stretchy, rubbery tendrils between the recipient's forearms and her hands, effectively allowing her to extend her arms to great length. As a swift action, the recipient can extend her arms to gain a reach of 10 feet (15 feet with reach weapons). While her arms are extended in this way, the recipient suffers a -4 penalty on attack rolls. For every 5 alchemist levels that the body artist possessed when the graft was created, this penalty is reduced by 1. The recipient can retract her arms to end the effect as a swift action.

TENTACLES

Slot torso; **Donors** aberrations, magical beasts, or plants; donor must have at least 1 tentacle natural attack; **Weight** 1 lb.

This graft attaches several tentacle appendages to the recipient's torso, which gives the recipient 4 secondary tentacle natural attacks which deal 1d2 points of bludgeoning damage if the recipient is Medium-sized. For every 8 alchemist levels that the body artist possessed when the graft was created, the recipient gains a +1 competence bonus on attack and damage rolls made with these tentacle attacks.

TOUGH HIDE

Slot torso; **Donors** aberrations, animals, magical beasts, or vermin; recipient must have a natural armor bonus equal to or greater than the graft will provide; **Weight** 2 lbs.

This graft replaces the recipient's skin with tough, leathery hide, scales, or carapace, which increases the recipient's natural armor to AC by an amount equal to 1/5 the alchemist level of the body artist that created the graft (rounded down, minimum +1).



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New Barbarian Archetypes

Barbarians have long occupied a questionable moral territory. While it's easy to view chivalrous knights and veteran soldiers as potential heroes, barbarians are wild, seeming to fight and kill more out of a love of fighting and killing than any other reason. In fantasy, barbarians are bloodthirsty, murderous scourges at least as often as they are noble savages in touch with the land, and the concept of the evil barbarian horde is one that is firmly entrenched in the sword and sorcery genre. A villainous barbarian shows no mercy and revels in gore and death, whether that is on a small scale, by butchering opponents in horrific ways, or on a larger stage, by leading a rampaging horde of pillagers to devastate entire countrysides.

The following section presents three new archetypes for the barbarian class. They are presented in alphabetical order.

Bloody Butcher

Where bloodlust and sadistic, perverted pleasure meet, there is the bloody butcher. These hate-filled souls have a morbid fascination with the human body, and all the ways that it can be torn apart. The sounds of metal slicing through flesh and bone and the anguished cries of horror and pain are music to her ears, and the spray of blood from a properly-severed limb splattering upon the dungeon wall is like an art form, with each piece unique and distinct. Don't be fooled by her smile, however: though she may grin as she slices and tears up her victims, beneath that calm surface bubbles a homicidal rage that can only be sated with pain, suffering, and, ultimately, death.

Terrifying Demeanor (Ex): The mad glee of a bloody butcher pursuing her macabre art is enough to strike fear into even the hardiest of hearts, and, in turn, bloody butchers tend to find few things that can make them feel true fear, as a result of their sociopathic and sadistic nature. At 3rd level, a bloody butcher gains a +2 bonus on Intimidate checks, and the DC for Intimidate checks made against the bloody butcher increase by +2 as well. Further, the bloody butcher gains a +1 bonus on saving throws made to resist fear effects.

At 6th level, and every three levels thereafter, the bonuses to Intimidate checks and Intimidate check DCs increase by an additional +2, while the bonus to saving throws versus fear effects increase by an additional +1.

This ability replaces the trap sense class feature.

Dismembering Strike (Ex): At 6th level, the bloody butcher gains the dismember rage power. Additionally, she increases the critical threat range of any weapon that she wields by two for the purposes of any attacks made as part of using the dismember rage power (*For example, if she used a battleaxe she would threaten a critical hit on a roll of 18 –* 20. *If she used a longsword, she would threaten a critical hit on a roll of 17 – 20. If she used a* keen longsword, *she would threaten a critical hit on a roll of 15 – 20, etc.*).



A bloody butcher devouring the heart of her latest victim. Art by Gennifer Bone.

This ability replaces the rage power gained at 6th level.

Bleeding Wound (Ex): Beginning at 7th level, the bloody butcher's knowledge of human (and inhuman) anatomy allows her to deliver blows that leave open wounds that gush blood. As a standard action, the bloody butcher can make a single melee attack with a weapon that deals piercing or slashing damage. If the attack hits, it deals damage as normal, and also inflicts 2 points of bleed damage. Because the bloody butcher knows how to make exceptionally clean and deep cuts, this bleed damage is harder to heal than normal, and the DC to stop the bleeding with a Heal check is equal to 10 + 1/2 the bloody butcher's barbarian level + the bloody butcher's Strength modifier. The bleed damage is harder to heal magically, as well: the target must receive a number of hit points' worth of magical healing equal to the bloody butcher's class level before the bleeding stops, and any hit points of healing he receives in this way are wasted (he does not gain these hit points).

At 10th level, and every three levels thereafter, the amount of bleed damage inflicted by this ability increases by 2 points.

This ability replaces the damage reduction class feature.

Heart Eater (Ex): At 10th level, the bloody butcher gains the tear out heart rage power. Additionally, whenever she uses this rage power, if she successfully removes the target's heart, she can eat it on the next round as a move action. If she does, she gains a +2 profane bonus on attack rolls, damage rolls, saving throws, ability checks, and skill checks for 1 minute.

This ability replaces the rage power gained at 10th level.

Inhuman Butchery (Ex): Beginning at 14th level, a bloody butcher has left enough of her humanity behind so as to be unfazed by things that would stop a normal person. She gains a +4 bonus on Will saves made to resist spells and effects with the emotion descriptor. She also gains a +4 bonus on Fortitude saves made to resist the sickened and nauseated conditions. These bonuses stack with all other modifiers, including the morale bonus to Will saves she receives during her rage.

This ability replaces the indomitable will class feature.

Hordemaster

Not all barbarians are mindless engines of shortterm, rage-filled destruction. Others know how to channel their rage and hatred to grander pursuits. Instead of ravaging foes, they ravage entire countrysides. Their main weapons are not battleaxes and greatswords chipped from mighty clashes and stained in the blood of their enemies, though they use those as well. No, these barbarians fight primarily with their hordes, giant masses of like-minded warriors who live for nothing so much as to pillage, loot, rape, plunder, and kill all that they can. Hordemasters gather together great armies of these individuals and leverage them to lay waste to entire civilizations, creating destruction on a scale that the average muscle-bound brute cannot even imagine.

Hearty (Ex): Beginning at 3rd level, the hordemaster gains a +2 bonus on saving throws made to resist the effects of diseases and poisons. At 6th level, and every three levels thereafter, this bonus increases by an additional +2 (to a maximum of +12 at 18th level).

This ability replaces the trap sense class feature.

Displace Anger (Ex): At 4th level, the hordemaster gains the displace anger rage power.

This ability replaces the rage power gained at 4th level.

Hordemaster (Ex): At 7th level, word of the hordemaster's mighty deeds and rapacious nature attracts a following of warriors who flock to her banner in order to loot and pillage and bask in her glory. The hordemaster gains Leadership as a bonus feat. Additionally, she gains a +2 bonus to her Leadership score. At 10th level, and every three levels thereafter, this bonus increases by an additional +2 (to a maximum of +10 at 19th level). Further, the hordemaster does not suffer the normal penalties to her Leadership score for having a reputation for cruelty, moving around a lot, or causing the death of cohorts or followers. All of the hordemaster's followers have levels in barbarian, fighter, or ranger, instead of NPC classes.

If one of the hordemaster's followers is killed, a replacement joins her after one month. If the hordemaster's cohort is killed, a replacement joins her after one week.

This ability replaces the damage reduction class feature.

Motivating Sacrifice (Ex): At 8th level, the hordemaster gains the motivating sacrifice rage power. Additionally, at 13th level the bonus to attack and damage rolls granted by the motivating sacrifice class feature increases to +3, and at 18th level it increases to +4.

This ability replaces the rage power gained at 8th level.

Pillage (Ex): Beginning at 10th level, the hordemaster can send her horde to pillage a nearby settlement. This occupies the horde for three days' time, preventing members of the horde from being used for any other purpose during this time. In order to determine the success of her horde, the hordemaster makes a special Leadership check (1d20 + Leadership score + any special modifiers) and compares the result to the settlement's defense score. Certain situations may impose a penalty on this check, as indicated on Table 2-1: Leadership Check Modifiers, on the next page. Note that cohorts and followers might be absent because they are dead and have not been replaced, or because they are being used for other purposes, etc.

A settlement's base defense score is based on its size, as indicated on Table 2-2: Pillaging. The settlement's

Table 2-1: Leadership Check Modifiers

Situation	Modifier
Cohort is absent	-5
More than 1/4 of the followers of a given level are absent	-2*
More than 1/2 of the followers of a given level are absent	-4*
Horde is fatigued, hungry, or in poor spirits	-2
Horde is exhausted or starving	-4

*These penalties are cumulative for each character level of cohorts to which they apply. The penalties for 1/4 and 1/2 the followers being absent are not cumulative. If 1/2 the followers are absent, do not apply the penalty for 1/4 of the followers being absent, as well.

Table 2-2: Pillaging

Settlement Size	Base Defense	Tribute
Thorp	11	50 gp
Hamlet	13	100 gp
Village	16	250 gp
Small town	20	500 gp
Large town	25	1,000 gp
Small city	31	2,500 gp
Large city	38	5,000 gp
Metropolis	4 <mark>6</mark>	10,000 gp

law score is added to its base defense to determine its actual defense score.

If the check is successful, the horde either loots or destroys everything of value in the settlement, and kills at least 1/5 of its population. For the most part, members of the horde keep what they steal for themselves, but they provide the hordemaster with an amount of tribute based on the size of the community, as indicated on Table 2-2: Pillaging.

Finally, some of the members of the horde are likely to be stricken as casualties during the pillaging, as they fight with the settlement's defenders. If the Leadership check indicates that the raid is successful, then the horde loses a total number of Hit Dice of followers equal to the settlement's defense score. For every point by which the result of the hordemaster's Leadership check exceeds the settlement's defense score, one less Hit Die of followers is slain. The hordemaster determines where the lost Hit Dice come from (for example, a result of 10 lost Hit Dice could be ten 1st-level followers, or five 2nd-level followers, or three 3rdlevel followers and one 1st-level follower, etc.). If the number of Hit Dice of followers slain exceeds the number of Hit Dice of followers that the hordemaster has, then all her followers involved in the pillaging attempt die, and the pillaging attempt is considered a failure, even if the result of the check was a success.

If the result of the hordemaster's Leadership check is a failure, then the number of Hit Dice of followers that are lost is equal to twice the settlement's defense score, and for every point by which the result of the check fails to meet the DC, the number of Hit Dice of followers lost increases by 1.

This ability replaces the rage powers gained at 10th and 14th levels.

Slaughterlord

Rage is common amongst barbarians, but few have as much uncontrollable anger and hatred as the slaughterlord. These berserkers are completely overcome by their fury and so hell-bent on destruction that usually, when they enter a rage, the only way for it to end is after something has been killed. More so even than other barbarians, slaughterlords live for combat and carnage, and the only time they truly feel alive is when they are murdering someone else. Their uncontrollable bloodlust goes beyond a mere primal or animal rage, and becomes something darker, as these warriors truly live for nothing but the kill.

Murderous Rage: A slaughterlord's rage is even stronger than that of the average barbarian, and can be sated only by bloodshed. Instead of deriving strength from recklessness, she instead allows her animal instincts to take over, allowing her to be even more effective in combat, but potentially causing her to lose control of herself in a wild orgy of destruction and death. When using her rage class feature, the slaughterlord gains a +6 morale bonus to her Strength and Constitution scores, instead of the normal amount. Further, she does not suffer the normal -2 penalty to her AC.

At the beginning of the slaughterlord's turn, if she is raging, she must succeed on a Will save (DC 10 + 1/2the slaughterlord's barbarian level + the slaughterlord's Constitution modifier) or be overcome by her rage. A slaughterlord that is overcome by her rage must attack the nearest living creature to the best of her ability (she cannot choose to deal nonlethal damage, make a single attack when she could make a full attack, intentionally miss, or choose to sunder or disarm). If multiple creatures are tied for being the nearest creature, the slaughterlord attacks the one that is more obviously injured. If there is no clear distinction of injury, roll randomly to determine which one she attacks. In future turns, unless the slaughterlord succeeds on her Will save and gains control of her actions, she continues to attack the chosen creature until it is slain, even if it is no longer the nearest creature, or if she has to move to reach it, etc. If the creature moves to a place where she cannot reach it (such as by teleportation or flying), she must determine a new creature to attack, using the steps above.

The slaughterlord may make a new Will save each round to regain control of her actions. Until she does so, she may not voluntarily end her rage, nor can she take actions other than moving to pursue her target and attacking her target (this means that she cannot retreat, drink potions, perform combat maneuvers, etc.). If the slaughterlord successfully kills a creature, she gains a +5 bonus on Will saves made to regain control of her actions for the next round. Even once a slaughterlord regains control of her actions, then unless she ends her rage, she must succeed on a new Will save at the beginning of her next turn, or else she loses control again.

This ability modifies the rage class feature.

Bloodscent (Ex): At 2nd level, the slaughterlord gains the scent and bloodscent rage powers. Her bloodscent makes it more difficult for her to control her actions while raging, however, and as long as she is benefitting from her bloodscent rage power, she suffers a -3 penalty on Will saves made to control her actions while raging (when combined with the +1 bonus to saving throws provided by bloodscent, this results in a total penalty of -2).

This ability replaces the rage power gained at 2nd level.

Eager Combatant (Ex): Beginning at 3rd level, the slaughterlord's eagerness to engage in carnage grants her a +2 bonus on Initiative checks. At 6th level, and every three levels thereafter, this bonus increases by an additional +2 (to a maximum of +12 at 18th level).

This ability replaces the trap sense class feature.

Bathe in Blood (Su): Beginning at 6th level, the slaughterlord can rejuvenate herself and awaken her fighting spirit by bathing in the blood of her enemies. This is a full-round action that provokes attacks of opportunities, and requires a source of blood (either a corpse that is less than 12 hours old, or at least one gallon of blood stored by some other means). Bathing in blood in this way cures the slaughterlord of the fatigued and sickened conditions. Additionally, for 1 minute thereafter, the slaughterlord gains a +2 profane bonus to AC, CMD, and saving throws.

This ability replaces the rage power gained at 6th level.

Greater Rage: When the slaughterlord gains the greater rage class feature, the morale bonus to her Strength and Constitution increase to +8, rather than +6. The bonus to Will saves remains unchanged.

This ability modifies the greater rage class feature.

Mighty Rage: When the slaughterlord gains the mighty rage class feature, the morale bonus to her Strength and Constitution increase to +10, rather than +8. The bonus to Will saves remains unchanged.

This ability modifies the mighty rage class feature.

New Rage Powers

The following section presents a variety of new rage powers, which barbarian characters can select instead of the ones presented in the *Pathfinder Roleplaying Game Core Rulebook*. Many of these rage powers are designed specifically to work in conjunction with the barbarian archetypes presented in this book, while others are general rage powers with a villainous bent. They are presented in alphabetical order.

Bloodscent

While raging, the barbarian's fighting spirit is bolstered if she can smell blood. If there are any open wounds within the range of her scent special ability, or any blood that was spilled within the last 24 hours, then she gains a +2 morale bonus to damage rolls. This bonus last for as long as the smell of blood remains, or for 1 minute, whichever comes first. If there are other overpowering scents in the area, a Perception check (typically DC 25, for situations such as rotting garbage or the stench special quality) may be required. Any bonuses applied to other uses of her scent special ability apply to this Perception check. At the GM's discretion, the blood of certain creatures with very unusual anatomies (including most aberrations, and all plants and undead) do not grant these bonuses, even if they technically have blood. The barbarian must possess the scent special ability to select this rage feature, either from the scent rage power, or from another source.

Dismember

While raging, the barbarian has the strength to cleave deep into muscle and bone, rendering limbs useless and potentially even severing them. As a full-round action, the barbarian can choose one of the target's arms or legs and make a single melee attack with a weapon that deals slashing damage. The attack is made at a -4 penalty. If the attack hits, it deals damage as normal, and the chosen limb is unusable until all the damage inflicted by this attack is healed. While the limb is disabled in this way, the target suffers penalties as though the limb had been severed (see Appendix: Losing Limbs for more information on these penalties). If the barbarian scores a critical hit while using this ability, however, then the limb is actually severed, and the target suffers 5 points of bleed damage, as blood rushes out of the stump that was their limb. Any time that the barbarian could perform a coup de grace action, even if she is not raging, she can choose to dismember one of the target's limbs, instead. This still results in an automatic critical hit, but instead of having to succeed on a Fortitude save or die, the target loses the chosen limb (which can be an arm, hand, foot, or leg) and suffers 5 points of bleed damage from the wound. The barbarian must be at least 6th level to select this rage power.

Displace Anger

The barbarian can take out her anger on an ally or subordinate in order to fan the flames of her anger. As a standard action, while raging, the barbarian can attack an ally with a special melee attack. If the attack hits and deals at least 1 point of lethal damage, then the barbarian immediately regains a number of daily rounds of her rage class feature equal to 1 + 1 for every 5 points of lethal damage inflicted by the attack. If the ally dies as a result of the attack, the barbarian regains 3 daily rounds of rage in addition to this amount. This ability cannot increase the number of rounds of rage that the barbarian has left for the day beyond her normal daily number of rounds of rage (For example, a barbarian that normally has 10 rounds of rage uses this ability after using 5 of her daily rounds of rage. She deals 30 points of damage to her ally, which would normally cause her to regain 7 rounds of rage, but instead she only regains 5, enough to return her to her initial 10 daily rounds of rage). The barbarian can use this ability once per day. This rage power can be selected more than once. Each time it is selected, the barbarian can use it one additional time per day.

Eye Gouge

While raging, the barbarian can attempt to gouge out an opponent's eyes. As a standard action, the barbarian can make a single unarmed strike attack against an adjacent target with a -4 penalty. This attack does not provoke attacks of opportunity, even if the barbarian does not possess the Improved Unarmed Strike feat. If the attack hits, it deals normal damage for an unarmed strike, except that it is lethal damage, and the target's eye is temporarily disabled, imposing a -4 penalty on Perception checks and a 10% miss chance on all attack rolls that the target makes. If both of the target's eyes are disabled (such as by being hit by this ability twice, or because he was already missing an eye, etc.), he is blinded, instead. These effects last for 1 minute. If the attack results in a critical hit, the eye is plucked out or destroyed, and the effect is permanent. The barbarian must be at least 6th level to select this rage power.

Fiendish Possession

While raging, the barbarian becomes possessed by the spirit of a fiend. She gains a +2 profane bonus on attack and damage rolls made against good-aligned creatures. This comes with some drawbacks, however. First, she can be targeted by any effect that would banish or dismiss an outsider (such as a dismissal spell). If she is affected by such a spell or effect, then instead of having its normal consequences, it causes the barbarian's rage to immediately end, and she cannot rage again until 10 minutes have passed. Second, while raging, the barbarian gains the evil descriptor, even if her alignment is not actually evil. Finally, while raging, any damage reduction she possesses can be overcome by anything that overcomes DR/good, even if it would not normally be able to (this includes the damage reduction granted by her barbarian class features). The barbarian must be at least 6th level to select this rage power.

Greater Fiendish Possession

While raging, the barbarian gains regeneration. The number of hit points regenerated each turn is equal to 1/5her barbarian level (rounded down). This regeneration can be overcome by damage that bypasses DR/good, as well as by damage inflicted by spells with the good descriptor. The barbarian can suppress or resume this regeneration as a swift action, if desired, and can choose whether or not to activate it as a free action when she begins raging. Each round that her regeneration is active uses up two of her daily rounds of rage, instead of one. The regeneration stops as soon as the barbarian stops raging. This comes with a slight drawback, however, and as long as the barbarian is raging, she is affected by holy water as though she were an evil outsider. This also overcomes her regeneration. The barbarian must be at least 10th level to select this rage power, and must already have the fiendish possession rage power.

Intimidating Display

While raging, the barbarian can slay one of her enemies in a particularly brutal way in order to cow her foes. As a full-round action, the barbarian can make a single melee attack. If the target dies as a result of the attack, the barbarian can immediately make a special Intimidate check as a free action. She adds a +5 circumstance bonus on this check, and applies the result to each of her enemies that can see and hear her. For each affected creature, if the result of her Intimidate check is greater than 10 + the creature's Hit Dice + the creature's Wisdom modifier, then the creature is cowed, and suffers a -2 penalty on attack and damage rolls, a -2 penalty to AC, and a -4 penalty on saving throws made to resist fear effects. These penalties last for a number of rounds equal to the barbarian's class level. The barbarian must be at least 12th level to select this rage power.

Master Fiendish Possession

While raging, the barbarian can cloak herself in evil energies, as the spell *unholy aura*. She can activate or suppress this effect as a swift action, but can only have it active while she is raging. The barbarian can use this ability for a total number of rounds each day equal to her barbarian level. The barbarian must be at least 14th level to select this rage power, and must already have the greater fiendish possession rage power.

Motivating Sacrifice

While raging, the barbarian can slay one of her allies in order to urge the others forward so as not to follow the sacrifice's example. As a full-round action that provokes attacks of opportunity, the barbarian can make a single melee attack against an adjacent ally with at least 10 fewer Hit Dice than the barbarian's class level. The target is considered flatfooted, and if the attack hits, it is automatically a critical hit, and the target must succeed on a Fortitude save (DC 10 + damage dealt) or die. Further, if the attack hits, the barbarian can immediately make a special Intimidate check as a free action. She adds a +5 circumstance bonus on this check, and applies the result to each of her allies that can see and hear her. If the result of her check is greater than 10 + the ally's Hit Dice + the ally's Wisdom modifier, then the ally is whipped into a frenzy, and gains a +2 bonus on attack and damage rolls, a -2 penalty to AC, and a -4 penalty on saving throws made to resist fear effects. These benefits and drawbacks last for a number of rounds equal to the barbarian's class level. The barbarian must have the displace anger rage power in order to select this rage power.

Tear Out Heart

While raging, the barbarian can make a special kind of coup de grace action, in which she rips the still-beating heart out of the chest of her victim. As with all coup de grace actions, this requires that the victim be helpless, and is a fullround action, though unlike a standard coup de grace action, this does not provoke attacks of opportunity. The barbarian must have a hand free in order to use this ability, and can only use it on living creatures that have hearts. She automatically hits the creature with an unarmed strike (this does not provoke attacks of opportunity), and deals an amount of lethal damage equal to four times her barbarian level, as her fingers dig into the target's flesh. If this is more than 1/2the target's maximum hit points, or reduces the target's hit points to o, then the barbarian rips the target's still-beating heart from his body, and the target dies immediately. If the barbarian successfully removes the target's heart, she may make a special Intimidate check as a free action. This functions as an Intimidate check made to demoralize a foe, except that the barbarian gains a +10 circumstance bonus, and it affects all enemies that can see the barbarian.

New Rogue Archetypes

It is easy to imagine a rogue as a villain; perhaps even easier than it is to imagine one of these scoundrels and ne'er-do-wells as a hero. While the rogue class can represent a very wide number of different types of characters, by default, it represents thieves and scofflaws, and such characters are often only a short way from villainy already. A villainous rogue simply exaggerates her existing self-serving and amoral tendencies. Rather than stealing objects, they might find it easier and more lucrative to steal people, or use their contacts and influence to simply extort money from their victims through threats of violence, or worse. Other rogues might use their knowledge of anatomy and dirty fighting to become serial murderers, either engaging in maddened, crazy sprees, or slow, methodical stalking followed by inexorable death.

The following section presents five new archetypes for the rogue class. They are presented in alphabetical order.

Abduction Artist

These shady figures specialize in a highly specific sort of larceny, where they burgle not goods, but people. In addition to being highly competent kidnappers, abduction artists are well practiced in the art of getting what they want out of their prizes. Many abduction artists are slavers, specializing in the exotic and difficult to acquire, while others sate their greed by ransoming their targets back to worried families—the worst of the lot do both: extorting money from loved ones while secretly preparing to sell their victims into slavery or worse. A very few abduction artists work for local governments to capture criminals, but even these tend to work for unscrupulous masters, and are more concerned with filling their torture chambers than they are with keeping the peace.

Bond Specialist (Ex): An abduction artist is exceptional at creating bindings and locks meant to hold humanoid creatures, which are nearly impossible to escape. Beginning at 1st level, she adds 1/2 her rogue level (minumum +1) to the DC to escape any bindings she creates using rope, as well as to the DCs to escape or disable any manacles or locks she crafts. Additionally, an abduction artist treats her base attack bonus as being equal to her rogue level for the purpose of determining her CMB for the purposes of beginning and maintaining a grapple, as well as for the purposes of the DC for Escape Artist checks made to escape any bindings she makes.

This ability replaces the trapfinding class feature.

Interrogation (Ex): An abduction artist often requires a great deal of information from her victims, and is adept at socially manipulating those in her clutches. Beginning at 3rd level, she gains a +1 competence bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive skill checks made against a helpless, bound creature. At 6th level, and every 3 levels thereafter, this bonus increases by an additional +1, to a maximum of +6 at 18th level.

This ability replaces the trap sense class feature.

Applied Coercion (Ex): Experienced abduction artists often find that it doesn't matter whether you catch more flies with honey than vinegar once the fly is already in your clutches, and that torture is an excellent means of convincing a victim to do what she asks. Beginning at 4th level, an abduction artist can torture a victim for 1 hour or more in an attempt to force him to perform a specific task for her. The victim must be helpless for the duration of the torture, and suffers 2d4 points of damage per hour of torture. When the torture is complete, the abduction artist makes a special Intimidate check, with a bonus on the check equal to the number of consecutive hours of torture performed (to a maximum bonus of +5). If the result of the check is greater than 10 + the victim's Hit Dice + the victim's Wisdom modifier, then the abduction artist can force the victim to perform a simple request for her.

The request in question must be no more than 50 words, but can otherwise include any actions that are not obviously suicidal. If the request is particularly dangerous, or something that the victim would not normally be willing to do, or has moral qualms about (*such as asking a shy person to address a crowd or publicly embarrass himself, or asking a paladin to perform an evil act*), the DC of the Intimidate check increases by +10. If the check is successful, the victim will faithfully attempt to follow the instructions for 1 hour, including returning to the abduction artist, if that is specified. After 1 hour, whether or not the task has been completed, the effects of the torture wear off, and the victim is free to act as he pleases.

If the abduction artist fails the Intimidate check, the victim can attempt to use Bluff to make her believe that he is willing to comply (she gains a +5 bonus on her opposed Sense Motive check). The abduction artist can attempt to retry the torture and make the same request again, but the DC for her Intimidate check increases by +2 for each previous consecutive failure on that victim (even if the attempts are for different requests). If the abduction artist fails the check on any given victim 5 consecutive times, that victim is forever immune to any attempt by that specific abduction artist to use this ability on him.

This ability replaces the uncanny dodge class feature.

Conditioning (Ex): Beginning at 8th level, an abduction artist often finds it in her best interests to undertake a long-term program of torture, deprivation, and positive reinforcement in order to force her victims to act in certain ways. This process takes several weeks, and the target must be helpless or imprisoned for the entire duration of the conditioning. Further, the abduction artist must spend at least 1 hour each day speaking with him, torturing him, or otherwise directly interacting with him.

At the end of each week of conditioning, the target must succeed on a Will save (DC 10 + 1 per previous week + the higher of the abduction artist's Intelligence or Charisma modifiers), or succumb to the conditioning. For each hour of torture that the abduction artist inflicts during the week, the target suffers 2d4 points of damage, and must succeed on a Fortitude save (DC 10 + 1/2 the abduction artist's rogue level + the higher of the abduction artist's Intelligence or Charisma modifiers) or suffer a cumulative -1 penalty on the Will save made to resist the conditioning at the end of the



An abduction artist catches his target by surprise. Art by Gennifer Bone.

week (to a maximum penalty of -5). If the target succeeds on the Fortitude save to resist the torture, he gains a +1 bonus, instead (again, to a maximum bonus of +5). If the victim succeeds on the Will save to resist conditioning for 10 consecutive weeks, he becomes permanently immune to conditioning attempts from this particular abduction artist.

If the conditioning is successful, it has a number of effects. The abduction artist can change the target's alignment by up to 1 step on each alignment axis (changing a lawful good character to lawful neutral, neutral good, or true neutral, for example). Further, the abduction artist can cause the victim to be treated as though by a charm person spell, causing him to view her in the most favorable possible way. While this functions identically to the spell, it is not a magical effect, and cannot be dispelled or suppressed (although it can be overwritten or cured by magic that is powerful enough to do so). If desired, the abduction artist can also condition the victim to obey another specific individual, in which case the *charm person* effect is treated as though the caster were that person, instead of the abduction artist. In order to accomplish this, the other individual to be involved must be present for at least 2 days of the weeklong conditioning session. At the GM's discretion, this conditioning may be used to accomplish other things, such as changing the victim's attitude towards certain races or organizations, forcing him to change deities, etc.

A character can be conditioned multiple times for greater effect (such as changing alignments more drastically). Doing so requires at least 1 week pass after the first set of conditioning before beginning the next. Characters that have already been successfully conditioned once suffer a -4 penalty on Will saves made to resist further conditioning.

This ability replaces the improved uncanny dodge class feature.

Crime Lord

For some characters, villainy is the result of insanity, cruelty, or a lust for inhuman power; for others, however, the motivation is more obvious: profit. For the crime lord, wickedness is a business model, a tool for squeezing every possible gold coin out of life. She doesn't kill indiscriminately or conduct sacrifices to dark gods, but rather she utilizes vice, extortion, and occasionally violence to drain her surroundings of wealth, which she in turn uses to whatever end most pleases her. For some, wealth is a path to power, for others, the key to success, and for others still, living without opulent wealth is simply unimaginable. Whatever the case, the crime lord finds ways to get that wealth for herself. To accomplish this end, the crime lord relies not on mystical powers, or even on martial prowess, but rather on organization and social manipulation to spread her own brand of evil.

Extortion (Ex): At 1st level, a crime lord adds 1/2 her rogue level on all Appraise and Intimidate skill checks (rounded down, minimum 1). Additionally, she can use Intimidate to attempt to extort money from any creature that she is not currently engaged in combat with, and with whom she shares a language. The crime lord must succeed on an Intimidate skill check (DC 15 + the target's Hit Dice + the target's Wisdom modifier) and spend at least 1 minute speaking to the target in order to use this ability. If check is successful, the crime lord is able to extort the target, forcing him to hand over wealth to the crime lord or else suffer a penalty on any attempt to defend himself from the crime lord and any of the crime lord's associates.

A creature that is successfully intimidated in this way must either pay off the crime lord or suffer her wrath. If the creature chooses to pay, he must provide the crime lord an amount of wealth (potentially including coins, gems, art objects, magic items, trade goods, slaves, deeds, or other items of value) based on his Hit Dice or the crime lord's Hit Dice, whichever is lower. Consult Table 3-1: Extortion for the exact amount the target needs to pay for any given Hit Dice value.

If the creature chooses not to pay, then he suffers a penalty equal to the crime lord's Intelligence modifier on attack and damage rolls made against the crime lord, as well as to AC for the purposes of attacks made by the crime lord. The crime lord can also choose to have these penalties extend to up to eight of her allies, including agents granted by her syndicate class feature. These penalties last for 1 week.

Regardless of whether or not the crime lord's Intimidate attempt is a success or failure, the target's attitude towards her decreases by two steps, and the crime lord cannot attempt to use this ability on the same target again for 30 days.

This ability replaces the trap sense class feature.

Table 3-1: Extortion

Hit Dice	Payment Required
1	10 gp
2	50 gp
3	150 gp
4	300 gp
5	525 gp
6	800 gp
7	1,175 gp
8	1,650 gp
9	2,300 gp
10	3,100 gp
11	4,100 gp
12	5,400 gp
13	7,000 gp
14	9,250 gp
15	12,000 gp
16	15,750 gp
17	20,500 gp
18	26,500 gp
19	34,250 gp
20	44, <mark>000 gp</mark>

Syndicate (Ex): Beginning at 4th level, a crime lord begins to attract various other criminals who do her bidding in exchange for protection and a share of the loot. This functions similarly to the Leadership feat, except that instead of gaining followers and a cohort, she gains a specific number of agents that each perform specific roles and have specific

Table 3-2: Agent Levels

Crime Lord's	Agents' Levels			
Level	Lieutenant	Minion	Specialist	Thug
4th	1st			121
5th	2nd	-	-	-
6th	3rd	1st		- 1
7th	4th	1st	1 H	
8th	4th	1st	1st	
9th	5th	1st	1st	
10th	6th	2nd	2nd	4th
11th	7th	2nd	2nd	4th
12th	8th	2nd	3rd	5th
13th	9th	2nd	3rd	5th
14th	9th	3rd	4th	6th
15th	10th	3rd	4th	6th
16th	11th	3rd	5th	7th
17th	12th	3rd	5th	7th
18th	13th	4th	6th	8th
19th	14th	4th	6th	8th
20th	14th	4th	7th	9th

rules governing them, and the number and level of these agents depends solely on her rogue level.

At 4th level, the crime lord gains a single loyal lieutenant. The lieutenant functions identically to a cohort, except that his level is directly dependent on the crime lord's level, as indicated on Table 3-2: Agent Levels. The crime lord only ever gains a single lieutenant.

At 6th level, the crime lord gains two 1st-level minions. These are NPCs which each have a standard NPC ability score array (13, 12, 11, 10, 9, 8, distributed as appropriate for the NPC in question) and gear appropriate for an NPC of their level. Minions can only have levels in the expert or warrior classes. As the crime lord's rogue level increases, she gains additional minions, as indicated on Table 3-3: Number of Agents. At certain levels, the level of the crime lord's minions will increase, as indicated on Table 3-2: Agent Levels. The new level applies to all of the crime lord's minions, and all of her minions should be the same level at any given time.

At 8th level, the crime lord gains a 1st-level specialist. This is an NPC with a heroic ability score array (15, 14, 13, 12, 10, 8, distributed as appropriate for the NPC in question), and gear appropriate for an NPC of his level. Specialists can only have levels in the adept, alchemist, bard, expert, inquisitor, or rogue classes. As the crime lord increases in level, she also gains additional specialists in her service, and her specialists increase in level.

Beginning at 10th level, the crime lord gains a 4thlevel thug. This is an NPC with a heroic ability score array (15, 14, 13, 12, 10, 8, distributed as appropriate for the NPC in question), and gear appropriate for an NPC of his level. Thugs can only have levels in the barbarian, fighter, or warrior classes. As the crime lord increases in level, she also gains additional specialists in her service, and her specialists increase in level.

Table 3-3: Number of Agents

Crime Lord's	Number of Agents			
Level	Lieutenant	Minion	Specialist	Thug
4th	1	-	-	-
5th	1	-		12 - 13
6th	1	2	-	- 11
7th	1	3		- 14
8th	1	4	1	- 1
9th	1	4	1	-
10th	1	5	1	1
11th	1	6	1	1
12th	1	7	1	1
13th	1	8	2	2
14th	1	8	2	2
15th	1	9	2	2
16th	1	10	2	3
17th	1	11	2	3
18th	1	12	3	3
19th	1	12	3	4
20th	1	13	3	4

If an agent dies, it takes 2d4 weeks for a replacement to be found, trained, and initiated into the crime lord's organization. Because of the amount of effort involved in managing a network of agents, the crime lord suffers a -20 penalty to her Leadership score if she ever gains the Leadership feat or a similar ability.

This ability replaces the rogue talents gained at 4th, 10th, and 16th levels.

Infernal Agent

An infernal agent doesn't feel for others: she is compelled to do evil and she couldn't care less, because she lost her soul long ago. Nearly all infernal agents were tricked, bamboozled, or otherwise manipulated by a fiend of some kind into wagering their soul, and, to a man, they all lost their bet. Now bereft of a soul and the property of the lower planes, these mortals find themselves in service of the wicked, forced to dance upon their fell strings until the beasts that dwell below let them die. Part immortal, part damned, and truly doomed, the infernal agent is driven by a simple desire: to make the rest of the world feel her pain, a desire that the fiendish forces who hold the infernal agent's life in their hands are more than happy to oblige. The infernal agent is provided with a measure of fell power to spread blasphemy and hatred wherever she goes.

Forbidden to Die (Su): An infernal agent is the property of a distant denizen of one of the lower planes, and that being is reluctant to allow the infernal agent to die, so long as she continues to be of use in the mortal realm. Beginning at 1st level, the infernal agent gains an extra life. If the infernal agent dies, she returns to life in the location that she died. This functions as a *raise dead* spell, except that it functions regardless of the state of the infernal agent's body (which promptly fades into nothingness), and it does not impose negative levels or Constitution drain of any kind. Each time that the infernal agent is returned to life in this

way, she loses one of her extra lives.

As a move action, an infernal agent can temporarily give up the protection of her extra lives in order to become an unholy killing machine for a short time. Doing so grants the infernal agent a profane bonus to melee damage rolls equal to her class level. This bonus lasts for 1 minute. For the duration of this time, the infernal agent is treated as though she had no extra lives, and if she dies while under the effects of this ability, she suffers the normal consequences of dying with no extra lives (see below).

At 3rd level, and every 2 levels thereafter, the infernal agent gains an additional extra life. If at any point the infernal agent dies without having any extra lives, she does not return to life, and instead her soul is claimed by the fiend that owns it, who inflicts myriad tortures upon it. Infernal agents who suffer this fate cannot be resurrected by any means unless

Sidebar: Agents and Jobs

At the GM's discretion, the crime lord can also send her various agents on specific jobs, having them perform tasks for her without her direct supervision. Four of the more common jobs are listed below. A given agent cannot perform more than one job per two weeks, except for the crime lord's lieutenant, who can only perform one job per month.

2000-2

Con: The crime lord can have her men use graft, treachery, and deceit to fleece wealth from unsuspecting victims. The agent must succeed on five skill checks from the following list: Appraise, Bluff, Diplomacy, Disguise, Linguistics, or Sense Motive. One of these checks is easy, three are average, and one is hard, as defined on Table 3-4: Job Difficulty DCs. The order of the skills and which skill checks have which DCs is determined by the GM. The same skill can be selected multiple times. If the agent fails any of these checks, the con fails. If he fails on three or more, or fails any one check by more than 10, he is caught or killed, at the GM's discretion. If the agent succeeds, then the crime lord gets a take of the profits from the con. This take is equal to the value of a payment she would receive from her extortion class feature from a target with Hit Dice equal to the crime lord's own. If desired, the crime lord can send more than one agent to perform a single con job. If she does, then each skill check is made using the highest bonus from among all agents on that job. Thugs cannot perform con jobs.

Extortion: The crime lord can have her men threaten and extort money from a specific individual or establishment. This functions as the crime lord's extortion class feature, except that the agent uses his own Intimidate bonus, instead of the crime lord's (he still uses the crime lord's Hit Dice or the target's Hit Dice, whichever is lower, to determine the amount of the payment). If the target is not a player character and has no more Hit Dice than the agent sent on the extortion job, a successful Intimidate check causes the agent to return with the wealth regardless of whether or not the target gave it up willingly. If the agent fails the Intimidate check by 10 or more, he is captured or killed, at the GM's discretion. Sending an agent on an extortion job counts as the crime lord using the extortion ability herself for the purposes of how often she can target the same individual. If desired, the crime lord can send more than one agent to perform a single extortion job. If she does, then she must choose a single agent as the primary agent. The primary agent makes the Intimidate check, and gains a +1 bonus for each additional agent on the job, to a maximum of a +5 bonus. Specialists cannot perform extortion jobs.

Heist: The crime lord can have her men attempt to steal a valuable item that is kept under guard. The agent must succeed on five skill checks from the following list: Acrobatics, Climb, Disable Device, Escape Artist, Sleight of Hand, or Stealth. One of these checks is easy, three are average, and one is hard, as defined on Table 3-4: Job Difficulty DCs. The order of the skills and which skill checks have which DCs is determined by the GM. The same skill can be selected multiple times. If the agent fails any of these checks, the heist fails. If he fails on three or more, or fails any one check by more than 10, he is caught or killed, at the GM's discretion. If the agent succeeds, then the crime lord gets a take of the profits from the item's resale. This take is equal to the value of a payment she would receive from her extortion class feature from a target with Hit Dice equal to the crime lord's own. If desired, the crime lord can send more than one agent to perform a single heist job. If she does, then each skill check is made using the highest bonus from among all agents on that job. Thugs cannot perform heist jobs.

Hit: The crime lord can have her men attempt to remove a difficult individual with lethal force. The crime lord must designate a single specific individual with fewer Hit Dice than 1/2 the crime lord's rogue level to be the target of the hit. The agent makes a series of opposed combat maneuver checks against the target of the hit. The first to reach 3 successes prevails. If the agent prevails, the target is either slain or forced into hiding. If the target prevails, the agent is killed or captured, at the GM's discretion. If desired, the crime lord can send more than one agent to perform a single hit job. If she does, she must

select a single agent to be the primary agent. The primary agent makes the opposed combat maneuver checks, but for each additional agent, the number of successes that the target must reach to win increases by 1, to a maximum of 8 successes. Regardless of the number of additional agents, the primary agent needs to succeed on three opposed combat maneuver checks in order to succeed. Specialists cannot perform hit jobs.

Table 3-4: Job Difficulty DCs

Difficulty	DC
Easy	10 + 1/4 the crime lord's rogue level
Average	12 + 1/2 the crime lord's rogue level
Hard	15 + 1/2 the crime lord's rogue level



their souls are first freed from their fiendish tormentor.

This ability replaces the sneak attack class feature.

Soulless: An infernal agent has no soul, and her appearance and mannerisms reflect this. She gains a competence bonus on all Intimidate and Stealth checks equal to her class level, though she suffers an equal penalty on all Diplomacy checks.

This ability replaces the trapfinding class feature.

Fiendish Surge: Beginning at 4th level, an infernal agent can call upon fell power from the lower realms in order to become more powerful for a short time. As an immediate action, she can gain the benefits of the fiendish template. For the purposes of this ability, the spell resistance granted by the template is equal to 5 + the infernal agent's rogue level, rather than 5 + her CR. The infernal agent can end this effect as a swift action. The infernal agent can use this ability for a total number of rounds each day equal to her rogue level. Regardless of how many times per day she uses this ability, she may still only use the smite good ability granted by the fiendish template once per day.

This ability replaces the rogue talent gained at 4th level.

Lesser Servant: At 8th level, an infernal agent is bestowed a minor servant from the lower planes. This creature is either an imp or quasit, and serves the infernal agent loyally. The creature functions in all ways as though it were a familiar granted by the wizard's arcane bond class feature, using the infernal agent's rogue level as her wizard level for the purpose of determining the powers of the familiar. Unlike a normal familiar, an infernal agent's familiar cannot deliver touch spells (even if the infernal agent has spellcasting abilities granted by another class). Instead, the familiar also gains the infernal agent's forbidden to die class feature. The familiar has its own pool of extra lives, separate from the infernal agent's extra lives. It begins with 1 extra life, and gains an additional extra life for every 3 rogue levels that the infernal agent gains beyond 8th.

This ability replaces the rogue talent gained at 8th level.

Fiendish Ascension (Su): At 20th level, the infernal agent becomes part fiendish herself and gains the half-fiend template.

This ability replaces the master strike class feature.

Insidious Stalker

An insidious stalker is driven to kill her victims by an insatiable need to slaughter. Where many murderers simply kill at random, however, insidious stalkers take great care in choosing their victims and develop a perverse, one-sided relationship with their prey, who is typically unaware of being targeted. Driven by obsessive desire to torment their victims before killing them in a climactic display, insidious stalkers are not mere spree killers; rather, they carefully study their targets, learning everything about them before they finally begin to go about their dark work. Insidious stalkers revel in causing personal torment on a large scale, rapturously enjoying their victims' misery and killing them only as the *pièce de résistance* of their murderous artwork.

Stalking (Ex): For the insidious stalker, tracking her victims and becoming a part of their lives is essential to the thrill of the murderous experience. Beginning at 1st level, as a swift action, an insidious stalker can designate a single creature that she can clearly see to be her prey. The insidious stalker does not need to have any particular knowledge of her prey (including his name) in order to designate him as such. The insidious stalker gains a morale bonus equal to her rogue level on all Intimidate, Perception, Sense Motive, and Survival checks made against or to track her prey.

An insidious stalker can only have one creature designated as her prey at any given time. As soon as her prey dies, she is free to select a new creature to be her prey. She can choose to change her prey without successfully killing him, but if she does so, she must wait 24 hours after abandoning the first prey before she can designate a new creature as her prey.

This ability replaces the trapfinding class feature.

Serial Killing (Ex): Many insidious stalkers quickly develop favored types of prey, as they find that killing very similar victims allows them to bask in the memories of their previous kills even as they continue to practice their butchery on new faces. Beginning at 2nd level, if the insidious stalker designates a creature as her prey that is very similar to the last prey that she killed, she is more effective at stalking him. In order to benefit from this ability, the new prey must have at least five of the following things in common with the last prey that the insidious stalker killed: age category, creature type (and subtype), eye color, gender, hair color, height and weight (within a reasonable approximation), or profession (including characters with the same class, as well as characters with ranks in the same Profession skill). At the GM's discretion, other categories may be substituted for ones listed here.

If the new prey is similar enough to the previous prey, then the bonuses that the insidious stalker gains to Intimidate, Perception, Sense Motive, and Survival checks as a result of her stalking class feature are increased by +4.

Additionally, beginning at 3^{rd} level, as long as the insidious stalker is currently benefitting from this ability, she gains a +1 morale bonus on all attack and damage rolls made against her prey. This bonus increases by +1 at 6th level and every three levels thereafter (to a maximum bonus of +6 at 18th level).

This ability replaces the evasion and trap sense class features.

Ritual Murder (Ex): Beginning at 4th level, the insidious stalker learns to kill her victims in a ritualistic fashion. If she kills a creature that she has designated as her prey while that creature is helpless, she gains a morale bonus on ability checks, saving throws, and skill checks equal to 1/2 the bonus to attack and damage rolls she gains as a result of her serial killing ability (rounded down, minimum 1).

This ability replaces the uncanny dodge class feature.

Fluid Profile (Ex): Beginning at 8th level, the insidious stalker widens the scope of which victims she considers desirable. In order to gain the benefits of her serial killing class feature, the prey that the insidious stalker chooses need only have four of the listed things in common with her previous prey, instead of five.

This ability replaces the improved uncanny dodge class feature.

Murderous Ascension (Ex): Beginning at 10th level, the insidious stalker becomes a master of killing victims who fit her profile. As long as she is gaining the benefits of her serial killing class feature, she may take 10 on all Intimidate, Perception, Sense Motive, and Survival checks made against her prey or to find her prey's tracks.

This ability replaces the rogue talent gained at 10th level.

Slasher

The slasher lives to spread fear and misery through brutal and unprovoked murder. Some slashers are insane, others cruel, but all have in common a love to put the lives of others to an end. It's more than that, though; merely killing isn't enough for the slasher. Her victims need to know fear; they must suffer before they die. The slasher delights in the misery she spreads and lives in a constant state of overpowering misanthropy, driven by an uncontrollable and ever-present hatred.

Prey on Fear (Ex): A slasher lives to kill her terrified victims, allowing her to perform deadly violence upon her terrorized victims. Beginning at 1st level, a slasher can make sneak attacks against a shaken, frightened, or panicked character, even if she would not normally be able to.

This ability replaces the trapfinding class feature.

Murder Artist (Ex): A slasher is a true artist when it comes to the gruesome, and characters she kills are always brutally disfigured, maimed, and savaged in provocative ways, ensuring that every kill inspires the greatest terror and that no drop of blood is wasted. Beginning at 2nd level, as a full-round action, a slasher can specially "prepare" the corpse of a creature that she has slain within the last minute. If she does so, she makes a special Intimidate check as part of this preparation process. The first time that any given creature sees the victim's corpse, if the creature is the same creature type as the victim (humanoid if the victim was an orc, magical beast if the victim was a griffon, etc.) the viewer must succeed on a Will save (DC equal to the result of the slasher's Intimidate check), or become shaken for a number of hours equal to the slasher's rogue level. This is a mind-affecting fear effect.

This ability replaces the evasion class feature. Unless she gains the evasion class feature from another source, she can never gain the improved evasion rogue talent. **Spree Killing** (Ex): A slasher revels in carnage and has an almost compulsive need to slaughter. Addicted to violence, every kill gives her an indescribable rush of ecstasy, and if a day passes without bloodshed, she sinks into a morose and morbid gloom. Beginning at 3rd level, if a slasher has killed a sentient humanoid within the last 24 hours, she gains a +1 morale bonus on weapon damage rolls made as part of a sneak attack, as well as a +2 competence bonus on Intimidate checks. By contrast, if the slasher has not killed a sentient humanoid in the last 24 hours, she suffers a -1 penalty on all weapon damage rolls, as well as a -2 penalty on all Intimidate checks.

Beginning at 6th level, if the slasher has killed at least two sentient humanoids in the past 24 hours, the bonus to weapon damage rolls made as part of a sneak attack increases to +2, and the bonus to Intimidate checks increases to +4. At 9th level, and every three levels thereafter, the slasher can benefit from killing one additional sentient humanoid per day (to a maximum of six sentient humanoids at 18th level). Each additional sentient humanoid that she has slain in the past 24 hours increases the bonus to weapon damage rolls made as part of a sneak attack by an additional +1, and the bonus to Intimidate checks by an additional +2. Regardless of the slasher's class level, any penalties suffered from not killing a sentient humanoid creature in the past 24 hours do not increase.

This ability replaces the trap sense class feature.

Revel in Terror: At 4th level, a slasher gains the fearmonger rogue talent, even if she does not meet the prerequisites. At 8th level, she gains the fear fanatic advanced rogue talent, even if she does not meet the prerequisites.

This ability replaces the uncanny dodge and improved uncanny dodge class features.

Killer's Caress (Ex): Beginning at 8th level, a slasher can make a special attack in order to inspire greater terror in her victims before she ultimately ends their life. Whenever she makes a sneak attack against a shaken character, she may choose to inflict less damage in order to instill fear, instead. The slasher can choose to reduce the number of damage dice inflicted by her sneak attack by any amount, up to the total number of bonus damage dice. If she does, the target must succeed on a Will save (DC 10 + 2 per sneak attack damage die given up in this way) or become frightened for 1d6 rounds. If a slasher gives up 5 or more sneak attack damage dice in this fashion, the target becomes panicked instead. The slasher must declare that she is using this ability before rolling sneak attack damage. This is a mind-affecting fear effect.

This ability replaces the rogue talent gained at 8th level.

Legendary Killer (Ex): Slashers that continue to operate for extended periods of time, and who reach a certain level of skill, become the subject of local legends and even folklore, and such slashers can exploit this reputation to terrify nearby individuals. Beginning at 10th level, as a standard action, a slasher can make a special Intimidate check, as she claims her identity and performs a trademark move or otherwise backs up her claim. This functions as an Intimidate check made to demoralize an opponent, but it applies to all creatures that can see and hear her (the slasher makes a single Intimidate check and applies the result to each creature separately). The slasher can use this ability a number of times per day equal to her Intelligence modifier. This is a mind-affecting fear effect.

This ability replaces the rogue talent gained at 10th level.

New Rogue Talents

The following section presents a variety of new rogue talents and advanced talents, which rogue characters can select instead of the ones presented in the *Pathfinder Roleplaying Game Core Rulebook*. Many of these talents are designed specifically to work in conjunction with the rogue archetypes presented in this book, while others are general rogue talents with a villainous bent. They are presented in alphabetical order.

New Rogue Talents

Appear Normal (Ex): A rogue that selects this talent is skilled at acting glib and nonchalant when it comes to questions about her own crimes and her past life. She gains a +4 bonus on all Bluff checks made to cover up her own crimes. If she has 10 or more ranks in Bluff, this bonus increases to +8. This bonus only applies to lies the rogue makes to convince others that she is innocent of a crime she committed, and does not apply to other uses of the Bluff skill.

Clearly a Suicide (Ex): A rogue that selects this talent can disguise a corpse so that it appears to have died from self-inflicted wounds. In order to use this ability, the rogue must have access to both a disguise kit and a healer's kit, as well as a reasonable facsimile of whatever killed the

corpse in question (for example, if the corpse was killed by a warhammer, a mace could be substituted, but if the target was killed by poison, the rogue would need access to poison, and could not substitute a knife). The rogue must make a Disguise check to tamper with the evidence. Any character viewing the corpse must succeed on a Perception check, opposed by the rogue's Disguise check, or believe the corpse to have died from self-inflicted wounds.

Drag Away (Ex): A rogue that selects this talent is especially skilled at dragging people to their doom. The rogue can choose to gain a +2 bonus on any grapple check she makes. If she does, then if she successfully establishes or maintains control of the grapple as a result of that grapple check, she must choose to move the grapple, rather than performing any other action (such as damaging the opponent, pinning the opponent, etc.). Additionally, she can move up to her speed when moving a grapple, instead of only half her speed.

Fearmonger (Ex): Whenever a rogue with this talent makes a sneak attack against a creature with the frightened or panicked conditions, she rolls d8s instead of d6s for the bonus damage.

Quick Bindings (Ex): When attempting to tie up an opponent while grappling, a rogue that selects this talent only suffers a -5 penalty on the CMB check instead of a -10 penalty.

New Advanced Rogue Talents

Alone with a Killer (Ex): If a rogue that selected this talent is the only character within 10 feet of the target of her attack, the rogue is considered to be flanking that target and gain all the normal benefits of flanking against that target.

Devastating Mutilation (Ex): A rogue that selects this talent is a master of mutilating people so that they



Sidebar: What Constitutes "Killing?"

Several of the slasher's class features reference her "killing" a creature, which raises the question of what, exactly, counts as killing. It seems pretty cut-and-dry when the slasher is the only one to inflict any damage to a victim, and does enough to result in the victim's death, but what if she only strikes the finishing blow, after the victim is softened up by someone else? What if the slasher is the one that does 90% of the damage, only to watch someone else deliver the final strike? Does leading a victim into an inevitable death, but not actually performing it herself, count?

GMs are free to adjudicate this in whatever fashion they feel is appropriate, on a case-by-case basis, but we recommend the following guidelines.

- In order to gain the benefits of "killing" a character, the killing character must deliver the blow that reduces the victim to a point where he is either dead or dying. Only the last character to damage the victim counts as "killing" that victim, regardless of who dealt the most damage.
- Certain delayed effects, like bleed damage, or poison, count as the would-be killer dealing an additional blow to the victim (for example, if a slasher struck a victim with a poisoned knife, and then another character hit that same victim with a battleaxe, but did not kill him, and then on the following round the poison inflicted enough Constitution damage to cause the victim to die from his existing wounds, the slasher would be considered the victim's killer).
- Traps created and set by a character count as that character for this purpose, and can effectively "kill by proxy," for the character that set them.



suffer most. Whenever the rogue successfully uses the sneak attack ability against a character, she can choose to reduce the number of damage dice inflicted by her sneak attack by 5 damage dice. If she does, then the victim is sickened for a number of days equal to 1/2 the rogue's class level, and must succeed on a Fortitude save (DC 10 + 1/2 the rogue's level + the rogue's Dexterity modifier) or be nauseated for 1 round. The rogue must have at least 5 sneak attack damage dice in order to use this ability.

Disfigure (Ex): A rogue that selects this talent can horribly disfigure a target, marking him as her own and imposing negative penalties to her Charisma-based skill checks. Whenever the rogue makes a sneak attack against a creature, she may choose to inflict less damage in order to disfigure the victim, instead. The rogue can choose to reduce the number of damage dice inflicted by her sneak attack by any amount, up to the total number of bonus damage dice. If she does, then the target is permanently disfigured, suffering a penalty on all Charisma-based skill checks equal to the number of sneak attack damage dice the rogue did not use. This disfiguration is permanent, and can only be healed by *regeneration* or more powerful magic. Multiple instances of this ability do not stack.

Fear Fanatic (Ex): Whenever a rogue with this talent uses the sneak attack ability against a creature with the panicked conditions, she rolls dios instead of d6s for the bonus damage.

Hide in the Dark (Ex): A rogue that selects this talent gains a +10 bonus to Stealth checks made in areas of darkness or supernatural darkness.

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New Summoner Archetypes

While, in a fantasy setting, there is certainly nothing inherently villainous about the idea of summoning outsiders, the reality of the situation is that very few individuals use their summoning ability to bring beings of friendliness and light into the mortal world. The average sword and sorcery summoner conjures up terrible demons and devils, or, worse, writhing masses of tentacles from beyond this dimension. A villainous summoner might be one who feels that he can master these forces, and intends to harness them to his own dark ends, or he might outright worship these dark forces, and attempt to do their bidding and spread their influence throughout the mortal realm.

The following section presents three new archetypes for the summoner class. They are presented in alphabetical order.

Abyssal Gatekeeper

While most summoners create a bond with an individual outsider, abyssal gatekeepers bond themselves to the very spirit of the endless and eternal Abyss itself. An abyssal gatekeeper's eidolon is not a distinct creature, but rather an avatar of the Abyss's own corrupt and chaotic nature. This bond also gives the abyssal gatekeeper the power to open dangerous and deadly rifts between this plane and the Abyss, creating deadly and inhospitable hellscapes and summoning demons and qlippoths to wreak havoc.

Eidolon: An abyssal gatekeeper's eidolon is less stable than most summoners' eidolons, and can take a variety of forms, though this versatility makes it weaker. The abyssal gatekeeper's eidolon has only 2/3 as many evolution points as it normally would (rounded down). Each time the eidolon is summoned, the abyssal gatekeeper may spend its evolution points in entirely different ways.

This ability modifies the eidolon class feature.

Life Link (Su): An abyssal gatekeeper's link to his eidolon is not as one-sided as some, and his eidolon is capable of forcibly drawing on his life to protect itself, if necessary. Any time that the summoner could sacrifice hit points for his life link ability, he must succeed on a Fortitude save (DC 10 + 1/2 the eidolon's Hit Dice + the highest of the eidolon's Intelligence, Wisdom or Charisma modifiers) or be forced to sacrifice enough hit points to prevent all the damage that the eidolon would suffer.

This ability modifies the life link class feature.

Summon Monster I (Sp): An abyssal gatekeeper's magic stems from his connection to the Abyss. As a result, he cannot use his summon monster I class feature to summon any creatures with the good or lawful descriptors.

This ability modifies the summon monster I class feature.

Planar Breach (Su): Beginning at 8th level, an abyssal gatekeeper is able to open a rift between the

plane that he is currently on and the Abyss, temporarily transforming the landscape around him into a terrible, hellish wasteland. As a standard action, he can use this ability to transform the terrain in a 60-foot-radius area centered on his location at the time that he activates this ability. The terrain in the affected area shifts and warps, changing into a stretch of landscape from somewhere in the Abyss. The new terrain might mirror the old terrain (with spires of rock instead of columns and pools of lava instead of water, etc.,) or may be entirely different terrain (creating walls where there were none, or removing terrain features from the affected area, etc.). The exact changes to the landscape are outside of the abyssal gatekeeper's control, and are up to the GM, though the abyssal gatekeeper has enough control to determine the general kind of terrain that will appear (including but not limited to acidic swamps, plains of burning coals, frigid wastelands, and so forth).

Regardless of the exact nature of the terrain, the effects remain the same. The abyssal gatekeeper chooses acid, cold, electricity, or fire damage. Any creature that enters or begins its turn in the affected area suffers 2d6 points of damage of the chosen type. The abyssal gatekeeper's eidolon is immune to this damage, but the abyssal gatekeeper himself is not. The abyssal gatekeeper can also choose to select a type of terrain that does not deal damage each round, if desired. Regardless of what kind of damage the terrain deals, it also twists and roils underfoot, as though rebelling against being tread on. The entire area is treated as difficult terrain, and any creature that enters or begins its turn in the affected area must succeed on a Reflex save (DC 10 + 1/2 the abyssal gatekeeper's summoner level + the abyssal gatekeeper's Charisma modifier) or gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is the same as the DC for the Reflex save. The abyssal gatekeeper and his eidolon are immune to this effect.

Terrain altered in this way remains altered for a number of rounds equal to the abyssal gatekeeper's summoner level, or until the abyssal gatekeeper ends the effect (a move action). When the effect ends, the terrain returns to the exact state that it was in when the ability was activated, as though nothing had happened. If this would cause a creature to be inside a terrain feature, that creature is moved harmlessly to the nearest unoccupied square. The abyssal gatekeeper cannot use this ability while he is on the Abyss. The abyssal gatekeeper can use this ability once per day at 8th level. At 12th level, and every four levels thereafter, he gains an additional daily use of this ability.

This ability replaces the transposition class feature.

Abyssal Exile (Su): Beginning at 14th level, an abyssal gatekeeper learns how to send others on a one-way trip to the Abyss. Once per day, he can expend two daily uses of his summon monster I class feature to cast *plane shift* as a spell-like ability. He can only send creatures to the Abyss in this way. The saving throw DC for unwilling targets is 10 + 1/2 the abyssal gatekeeper's summoner level + the abyssal gatekeeper's Charisma modifier. At 17th level, and again at 20th level, he can use this ability an additional time each day, though he must still expend two daily uses of his summon monster I class feature each time he does so. This ability replaces the life bond class feature.

Greater Planar Breach (Su): Beginning at 16th level, an abyssal gatekeeper's ability to open rifts to the Abyss increases. Whenever he uses his planar breach class feature, the radius of the affected area increases to 10 feet per summoner level he possesses, and the damage inflicted increases to 4d6 per round.

Additionally, there is now a possibility for creatures to slip through the breach into or out of the Abyss. Each round, there is a 10% chance that a native of the Abyss spontaneously appears in an unoccupied square within the affected area. These creatures are not under the control of the abyssal gatekeeper, and are as likely to attack him as any other creature they encounter. In order to determine the exact type of creature that appears, roll a d% and consult the Table 4-1 Greater Planar Breach.

Table 4-1: Greater Planar Breach

31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	d%	Result
11 - 15 2d6 cythnigots* 16 - 20 2d4 howlers* 21 - 25 1d4 schirs** 26 - 30 1d4 babaus 31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	01 - 05	2d6 dretches
16 - 20 2d4 howlers* 21 - 25 1d4 schirs** 26 - 30 1d4 babaus 31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	06 - 10	2d4 quasits
21 - 25 1d4 schirs** 26 - 30 1d4 babaus 31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	11 - 15	2d6 cythnigots*
26 - 30 1d4 babaus 31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	16 - 20	2d4 howlers*
31 - 35 1d3 incubi** 36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	21 - 25	1d4 schirs**
36 - 40 1d3 succubi 41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	26 - 30	ıd4 babaus
41 - 45 1d3 shadow demons 46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	31 - 35	ıd3 incubi**
46 - 50 1d2 shoggti* 51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	36 - 40	ıd3 succubi
51 - 55 1d3 vrocks 56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	41 - 45	1d3 shadow demons
56 - 60 1 bebilith 61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	46 - 50	1d2 shoggti*
61 - 65 1 kalavakus* 66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	51 - 55	ıd3 vrocks
66 - 70 1 nyogoth* 71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	56 - 60	1 bebilith
71 - 75 1 hezrou 76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	61 - 65	1 kalavakus*
76 - 80 1 baregara** 81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	66 - 70	1 nyogoth*
81 - 84 1 coloxus** 85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	71 - 75	1 hezrou
85 - 88 1 omox* 89 - 92 1 chernobue* 93 - 96 1 glabrezu	76 - 80	1 baregara**
89 - 92 1 chernobue* 93 - 96 1 glabrezu	<u>81 - 84</u>	1 coloxus**
93 - 96 1 glabrezu	85 - 88	1 omox*
	89 - 92	1 chernobue*
	93 - 96	1 glabrezu
	97 - 98	1 nalfeshnee
99 - 100 1 augnagar*		1 augnagar*

*Creatures denoted with an asterisk can be found in the *Pathfinder Bestiary* 2.

**Creatures denoted with two asterisks can be found in the *Pathfinder Bestiary* 3.

Further, it is possible for creatures to slip through the planar breach the other way, into the Abyss. Whenever a creature enters, exits, or begins its turn within the affected area, there is a 5% chance that they must succeed on a Will save (DC 10 + 1/2 the abyssal gatekeeper's summoner level + the abyssal gatekeeper's Charisma modifier) or be transported to a random location in the Abyss, as the spell *plane shift*. Both the abyssal gatekeeper and his eidolon are subject to this effect.

Finally, any area affected by this ability is now terribly scarred by the experience: while the terrain returns to normal at the end of the ability's duration, it is affected as though by the stunt growth version of the *diminish plants* spell, and also by an *unhallow* effect, with the fixed spell always being *bane*, and affecting all creatures within the area. Both of these effects last for one month. The saving throw DC of the *bane* effect is equal to 10 + 1/2 the abyssal gatekeeper's summoner level + the abyssal gatekeeper's Charisma modifier.

This ability replaces the merge forms class feature.

Dimensional Occultist

All eidolons are strange and otherworldly creatures, but some are stranger and more otherworldly. The dimensional occultist forms a bond with a creature far more alien than the eidolons of other summoners, which dwells in a dimension further removed from our own. These strange and incomprehensible entities from beyond the veil of known reality have powers that other eidolons do not. Further, the dimensional occultist is able to call upon the power of this far-off and strange dimension in order to power magic most summoners can only dream of. Many decry dimensional occultists for being reckless, claiming that by opening the door to these dread realities they might just allow something to slip through. What these critics don't realize, however, is that often that's exactly what the dimensional occultist wants.

Madness (Su): A dimensional occultist's mind is slightly warped and bent by his devotion to strange and otherworldly entities that are even further removed from our reality than those that a standard summoner consorts with. The dimensional occultist suffers a -2 penalty on saving throws made to resist mind-affecting effects. Additionally, whenever the dimensional occultist fails a saving throw made to resist a mind-affecting effect by 5 or more, he becomes confused for 1d4 rounds, in addition to the normal effects of failing the saving throw.

This madness also gives the dimensional occultist some benefits. Whenever he gains the confused condition, each round when he rolls to determine how he acts that round, he may roll twice and choose which result to apply. This benefit applies whether the confusion was caused by this class feature or not. Additionally, he adds *lesser confusion* to his list of spells known, and treats it as though it were a 1stlevel summoner spell. Similarly, at 7th level, he adds *confusion* to his list of spells known, and treats it as though it were a 3rd-level summoner spell. Finally, at 13th level, he adds *insanity* to his list of spells known, and treats it as though it were a 5thlevel summoner spell.

Sacrificial Summoning: While a dimensional occultist can summon his eidolon with a 1 minute ritual in the same fashion as a standard summoner, the dimensional occultist must add an additional component to the ritual: the sacrifice of a living creature. Any time that the dimensional occultist summons his eidolon, as part of the ritual to summon it, he must sacrifice a living creature whose Hit Dice are equal to or greater than 1/5 the eidolon's Hit Dice (rounded down). This creature need not be sentient, and the dimensional occultist can sacrifice animals to meet this requirement, or he can even sacrifice creatures that he has summoned with a *summon monster I* spell, or similar. The creature must be either willing or helpless, however, and it must die as a result of the sacrifice (the dimensional occultist

can perform a coup de grace on the sacrifice each round as part of performing the ritual; if the target has not died by the end of 10 rounds, the attempt fails and the eidolon is not summoned).

Spirit Link (Su): The connection between a dimensional occultist and his eidolon is different from that between other summoners and their eidolons. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 2 points of damage done to the eidolon. Each time that the dimensional occultist uses this ability, he suffers 1 point of Wisdom damage.

This ability otherwise functions identically to the life link class feature.

Occult Magic (Sp): Beginning at 1st level, a dimensional occultist can draw upon his link to his eidolon and its eldritch home plane in order to achieve a variety of effects. He can cast *cause fear* and *corrosive touch*^{UM} as spell-like abilities. As the dimensional occultist increases in level, he gains access to additional spells that he can cast as spell-like abilities in this way, as indicated on the table below. Because this ability requires using his eidolon as a bridge between its reality and this one, the dimensional occultist cannot use this ability while his eidolon is currently summoned. The dimensional occultist can use this ability a total number of times per day equal to 3 + his Charisma modifier, and can divide this up among the spells available to him in whatever way he chooses.

This ability replaces the summon monster I class feature.

Table 4-2: Occult Magic

Level	Spell-Like Abilities
1st	Cause fear , corrosive touch UM
4th	Darkness , hypnotic pattern
7th	Eldritch fever ^{UM} , stinking cloud
10th	Black tentacles , touch of slime UM
13th	Feeblemind , hungry pit APG
16th	Acid fog , conjure black pudding ^{UM}

Lesser Eldritch Evolution: At 4th level, the dimensional occultist's eidolon manifests features that betray its connection to the strange and unknowable dimensions from which it hails. Select one of the following evolutions. The dimensional occultist's eidolon gains that evolution for free.

Extra Eyes (Ex): The eidolon possesses an unusually large number of eyes, allowing it to look in all directions at once. The eidolon cannot be flanked.

Sticky Mucus (Ex): The eidolon's body is covered in a sticky, clinging slime. The eidolon gains a +4 bonus to CMB for the purposes of checks made to start or maintain a grapple, and a +4 bonus to CMD for the purposes of any attempts by other characters to break free of grappling with the eidolon.



A dimensional occultist summons his eidolon. Art by Gennifer Bone.

Telepathy (Su): The eidolon's mind extends beyond its body. It can communicate telepathically with any creature within 100 feet. It is also able to "hear" the mental responses of others, but is only able to do so if the creature is deliberately attempting to respond mentally, and cannot otherwise read or detect creatures' thoughts.

Additionally, if desired, the dimensional occultist can spend his eidolon's evolution points to gain the other evolutions listed here, as though they were normal eidolon evolutions. The dimensional occultist can purchase the evolutions listed above for 1 evolution point each.

This ability replaces the shield ally class feature.

Eldritch Evolution: At 8th level, the dimensional occultist's eidolon manifests another feature related to its unnatural nature. Select one of the following evolutions. The dimensional occultist's eidolon gains that evolution for free.

Acidic Spittle (Ex): The eidolon is capable of spitting a wad of sticky, acidic phlegm. Treat this as a ranged touch attack with a maximum range of 30 feet. If the attack hits, the target suffers an amount of acid damage equal to 1d6 + the eidolon's Constitution modifier. Further, the target remains coated in the sticky acid, and, unless he spends a standard action removing it, he suffers damage from the acid again at the beginning of the eidolon's next turn. After that, the acid becomes nullified, and does not inflict more damage. The eidolon cannot use this ability as part of a full attack made with any other natural attacks.

Unnatural Appearance (Su): The eidolon's appearance is unmistakably alien, and unsettles those who look on it. Any humanoid or monstrous humanoid other than the dimensional occultist that sees the eidolon must succeed on a Will save (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Charisma modifier) or be shaken for as long as they can see the eidolon, and for 1d4 rounds thereafter. Creatures that succeed on this save are immune for 24 hours. This is a mind-affecting fear effect.

Unnatural Movement (Su): The eidolon's movements are strange and unpredictable, and it seems to be slightly out of phase, suddenly shifting this way and that without actually moving. The eidolon gains a +1 dodge bonus to AC. This bonus is increased to +6 for the purposes of attacks of opportunity made against the eidolon.

Additionally, if desired, the dimensional occultist can spend his eidolon's evolution points to gain the other evolutions listed here, as though they were normal eidolon evolutions. The dimensional occultist can purchase the evolutions listed above for 2 evolution points each.

This ability replaces the transposition class feature.

Greater Eldritch Evolution: At 12th level, the dimensional occultist's eidolon manifests another unusual ability that marks it as an invader to this reality. Select one of the following evolutions. The dimensional occultist's eidolon gains that evolution for free.

Engulf (Ex): The eidolon's body becomes fluid and blob-like, allowing it to engulf creatures in its path as a

standard action. It cannot make other attacks during a round in which it engulfs. The eidolon merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the eidolon, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2the eidolon's Hit Dice + the eidolon's Strength modifier) to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the eidolon moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the eidolon's body until they are no longer pinned, and suffer 1d4 points of acid damage each round that they remain pinned.

Otherworldly Vapors (Ex): The eidolon's body exudes a miasma of extradimensional, noxious gas. All living creatures (besides the dimensional occultist) within 30 feet of the eidolon must succeed on a Fortitude save (DC 10 + 1/2the eidolon's Hit Dice + the eidolon's Constitution modifier) or be sickened for 1 minute. Creatures that successfully save cannot be affected by the eidolon's otherworldly vapors for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Any immunity or resistance a creature has to poison applies to this ability, as well.

Strange Anatomy (Ex): The eidolon's body is unnatural, and it does not possess vital organs of any kind. It is immune to critical hits and precision-based damage.

Additionally, if desired, the dimensional occultist can spend his eidolon's evolution points to gain the other evolutions listed here, as though they were normal eidolon evolutions. The dimensional occultist can purchase the evolutions listed above for 3 evolution points each.

This ability replaces the greater shield ally class feature.

Supreme Eldritch Evolution: At 16th level, the dimensional occultist's eidolon manifests a powerful feature related to its otherworldly heritage. Select one of the following evolutions. The dimensional occultist's eidolon gains that evolution for free.

Drag Between Dimensions (Su): If the eidolon begins its turn in control of a grapple, it can use a standard action to drag the creature it is grappling back to the strange, otherworldly dimension from which the eidolon came. The target must succeed on a Will save (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Charisma modifier) or be pulled with the eidolon as it withdraws from the plane. Regardless of whether or not the creature succeeds on its Will save, the eidolon is sent back to its home plane, as though the dimensional occultist had dismissed it. If the target succeeded on his Will save, he remains, otherwise, he is dragged screaming back to the eidolon's plane. This functions as though the target had been sent to another plane by the spell *plane shift*. The home plane of an eidolon bonded to a dimensional occultist is almost always very hostile to humanoid life, and it is rare for creatures transported in this way to survive. The next time the eidolon is summoned after using this ability, its current hit points are reduced by an amount equal to 10% of its maximum hit points.
Implant Seed (Ex): One of the eidolon's attacks is capable of infesting the victim with a gestating embryo, which then grows rapidly inside the victim before bursting out of its body in a gory entrance to the world. Choose one attack. Whenever the eidolon successfully hits a creature with that attack, the struck creature is automatically infested with one of the eidolon's embryos. An infected creature must succeed on a Fortitude save (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier) each minute, or else suffer 1d6 points of damage as the embryo grows inside him. Three consecutive successful saving throws causes the embryo to die, ending the effect, as does a remove disease spell, or more powerful magic. If the embryo survives after 10 minutes, it bursts out of the target's body, inflicting 5d6 points of damage as it does so. A newly-emerged embryo has statistics as though it were the eidolon of a 1st-level summoner, with the same base form as the dimensional occultist's eidolon, and cannot possess evolutions that the parent eidolon does not possess. The embryo is not under the control of the parent eidolon or the dimensional occultist, and is free to act as it pleases. Further, it is not treated as an outsider, and cannot be dismissed or banished.

Paralyzing Slime (Ex): One of the eidolon's attacks delivers a potent, paralyzing slime. Choose one attack. Whenever the eidolon successfully hits a creature with that attack, the struck creature must succeed on a Fortitude save (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier) or be paralyzed for 1 round. This ability only applies to a single attack, even if the eidolon has more than one instances of that attack (for example, an eidolon with four tentacles would only gain the benefits of this ability on one tentacle attack, unless he purchased it multiple times).

Additionally, if desired, the dimensional occultist can spend his eidolon's evolution points to gain the other evolutions listed here, as though they were normal eidolon evolutions. The dimensional occultist can purchase the evolutions listed above for 4 evolution points each.

This ability replaces the merge forms class feature.

Spirit Summoner

Other summoners may be content to call upon the powers of the outer planes, but a spirit summoner is interested in mastering death itself. He forges a bond with an undead eidolon, the shade of an eidolon that died and refused to pass on, lingering on instead, fueled by its rage and hatred over its death. Through this bond, the spirit summoner is also able to influence other spirits and undead, and gains great control over the realm of death itself.

Spells: A spirit summoner has a greater mastery of necromancy than most other summoners. He treats the following spells as though they were on the summoner spell list at the indicated spell levels. He does not automatically gain these spells as spells known, but can choose to learn them instead of learning other spells. Further, he can use any spell trigger or spell completion items as though he had these spells on his class's spell list. o-level: bleed, detect undead, disrupt undead.

1st-level: cause fear, decompose corpse^{UM}, destroy corpse^{NA12}, ray of enfeeblement, restore corpse^{UM}, sculpt corpse^{APG}.

2nd-level: command undead, corpsedance^{AA2}, empower corpse^{AA3}, gentle repose, ghoul touch, lesser animate dead^{UM}, scare, spectral hand.

3rd-level: animate dead, bestow curse, bolster undead^{AA2}, conjure maddened spirit^{NA12}, corpseride^{AA2}, fear, halt undead, vampiric touch.

4th-level: create undead, damage undead^{AA3}, enervation, magic jar, shadow projection^{APG}.

5th-level: circle of death, control undead, create skeletal minion^{AA1}, raise thrall^{AA3}, skeletal servitude^{NA12}, Sorvithal's undead army^{AA2}, temporary resurrection^{UM}, undeath to death.

6th-level: astral projection, create greater undead, einherjar's call^{NA12}, finger of death, horrid wilting, soul bind.

Table 4-3: Summon Undead

Level	Spell-Like Abilities						
1st - 2nd	Crawling hand*, human zombie, human						
15t - 211t	plague zombie						
3rd - 4th	Festrog**, ghoul						
5th - 6th	Draugr*, huecuva**, poltergeist*						
7th - 8th	Attic whisperer*, crawling hand (giant)*,						
701 - 8011	wight, zuvembie**						
	Allip**, crypt thing*, frost wight, ghul**,						
9th - 10th	mummy, penanggalen**, shadow, skaveling*,						
	wraith						
- Contract	Berbalang**, deathweb**, dullahan*,						
11th - 12th	manananggal**, mohrg, revenant*,						
	totenmaske*						
inth with	Baykok*, bodak*, greater shadow, guecubu**,						
13th -14th	spectre, witchfire*, yuki-onna**						
15th - 16th	Bhuta**, devourer, pale stranger**						
17th - 18th	Banshee*, demilich**, nightwing*						
19th - 20th	Nightwalker*						
*C · 1 · 1 · 1 · 1 · 1 · 1 D · 1 C · 1							

*Creatures denoted with an asterisk can be found in the *Pathfinder Bestiary* 2.

**Creatures denoted with two asterisks can be found in the *Pathfinder Bestiary* 3.

Summon Undead (Sp): Instead of being able to summon outsiders, a spirit summoner is able to summon the undead. This functions identically to the summon monster I class feature, except that the creatures he is able to summon are not based on those allowed by the *summon monster* spells. Instead, the creatures that he can summon at any given level can be found on Table 4-3: Summon Undead, on the next page. Any creatures summoned in this way that normally have the create spawn ability lose that ability, and there is no way for a creature summoned by this ability to create spawn of any kind.

Table 4-4: Undead Eidolon													
Class			Good	Bad			Armor	Str/Dex	Evolution	Max			
Level	HD	BAB	Saves	Saves	Skills	Feats	Bonus	Bonus	Pool	Attacks	Special		
ıst	1	+0	+2	+0	2	1	+0	+0	1	3	Darkvision, link, share spells, undead traits		
2nd	2	+1	+3	+0	4	1	+2	+1	2	3	Evasion		
3rd	3	+2	+3	+1	6	2	+2	+1	3	3			
4th	4	+3	+4	+1	8	2	+2	+2	4	4	Ability score increase		
5th	4	+3	+4	+1	10	2	+4	+2	4	4			
6th	5	+3	+4	+1	12	3	+4	+2	5	4	Channel resistance		
7th	6	+4	+5	+2	14	3	+6	+3	6	4			
8th	7	+5	+5	+2	16	4	+6	+3	7	4	Frightful moan		
9th	8	+6	+6	+2	18	4	+6	+4	8	5	Ability score increase		
ıoth	8	+6	+6	+2	20	4	+8	+4	8	5	Multiattack		
11th	9	+6	+6	+3	22	5	+8	+4	9	5			
12th	10	+7	+7	+3	24	5	+10	+5	10	5	Draining touch		
13th	11	+8	+7	+3	26	6	+10	+5	11	5			
14th	12	+9	+8	+4	28	6	+10	+6	12	6	Ability score increase		
15th	12	+9	+8	+4	30	6	+12	+6	12	6	Improved evasion		
16th	13	+9	+8	+4	32	7	+12	+6	13	6			
17th	14	+10	+9	+4	34	7	+14	+7	14	6	Malevolence		
18th	15	+11	+9	+5	36	8	+14	+7	15	7			
19th	16	+12	+10	+5	38	8	+14	+8	16	7	Ability score increase		
20th	16	+12	+10	+5	40	8	+16	+8	16	7			

The spirit summoner can choose to summon creatures associated with a lower level, if desired. If he chooses to summon creatures from the category immediately prior to the one associated with his level, then he can summon 1d3 of those creatures, instead. Similarly, if he chooses to summon creatures from a category two or more lower than the one associated with his level, he can choose to summon 1d4+1 of those creatures, instead. This functions identically to summoning creatures from a lower-level list with a *summon monster* spell.

This ability replaces the summon monster class feature.

Undead Eidolon: A spirit summoner's eidolon is actually the undead remnants of an eidolon that refused to truly die. The spirit summoner is able to call the eidolon from its spirit's resting place, and when it is summoned it manifests a body made of ectoplasm, causing it to look and feel as solid as other creatures, despite its spectral nature. Because it is undead, its Hit Dice, and all things dependent on its Hit Dice (such as base attack bonus, skills, feats, and so on) are different from that of a living eidolon. The eidolon's Hit Dice use d8s, instead of d1os, it gains only 4 + Intelligence modifier skill points per level, and its base attack bonus is equal to 3/4 its Hit Dice. Further, the eidolon's good save is Will, and its Fortitude and Reflex saves are bad saves. Finally, an undead eidolon receives fewer evolution points than a living eidolon does, though it makes up for it by gaining some additional abilities. An undead eidolon's statistics are summarized in Table 4-4: Undead Eidolons, on the next page. The additional abilities an undead eidolon gains are outlined below.

Additionally, as an undead creature, an undead eidolon that is reduced to o hit points is temporarily

destroyed, and cannot be summoned again until 24 hours have passed.

Undead Traits: An undead eidolon has no Constitution score. It uses its Charisma score in place of its Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution. It is immune to ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep effects, and stunning. It is also immune to any ability score damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to any effect that requires a Fortitude save (except those that work on objects or are harmless). The undead eidolon is healed by negative energy and harmed by positive energy.

Channel Resistance: At 6th level, an undead eidolon gains channel resistance equal to 1/2 the spirit summoner's summoner level.

Frightful Moan (Su): At 8th level, an undead eidolon can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 10 + 1/2 the undead eidolon's Hit Dice + the undead eidolon's Charisma modifier) or be panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same undead eidolon's moan for 24 hours. The undead eidolon can use this ability once per day at 8th level, plus an additional time per day for every four summoner levels the spirit summoner gains thereafter.

Draining Touch (Su): At 12th level, an undead eidolon can wreathe one limb in negative energy to drain life force from its target. As a standard action, it can make a single natural attack. If the attack hits a living creature, it deals an additional 2d6 points of negative energy damage, and the undead eidolon heals a like amount. This ability has no effect if used to attack an undead creature, or any other creature that is healed by negative energy.

Malevolence (Su): At 17th level, an undead eidolon can force its ectoplasmic body into a living creature, effectively possessing that creature. To do this, the undead eidolon must succeed on a melee touch attack. If the attack hits, the eidolon's body becomes fluid and intangible, and disappears inside the target's body. Once within, the undead eidolon can attempt to control the target's actions. This ability functions as a *magic jar* spell (caster level equal to the spirit summoner's caster level), except that it does not require a receptacle, and requires a touch attack to initiate. The target can resist the attempt with a successful Will save, which forces the undead eidolon out of its body. A creature that successfully saves is immune to the undead eidolon's malevolence for 24 hours. The undead eidolon can use this ability three times per day.

Touch of the Grave (Su): Beginning at 10th level, a spirit summoner can channel necromantic energy through his touch. The spirit summoner can make a melee touch attack that inflicts 2d4 points of negative energy damage on a successful hit. Further, living targets damaged by this ability must succeed on a Fortitude save (DC 10 + 1/2 the spirit summoner's summoner level + the spirit summoner's Charisma modifier) or be shaken for a number of rounds equal to the spirit summoner's summoner level. The spirit summoner can use this ability a number of times per day equal to 1/2 his summoner level.

This ability replaces the aspect class feature.

Spirit Projection (Su): Beginning at 16th level, as a standard action, a spirit summoner gains the ability to separate his own spirit from his body, taking the form of a ghost. Using this ability severs the link between the spirit summoner and his undead eidolon, and if the summoner uses this ability while his eidolon is summoned, it is immediately dismissed. While spirit projecting, the summoner gains the ghost template, and gains a number of ghost special attacks equal to 1/3 his summoner level, rounded down (at 16th level, this is all ghost special attacks listed in the Pathfinder Bestiary. Players with access to ghost special attacks from other sources can add or substitute those as appropriate for their class level). The spirit summoner is unable to cast spells or use any extraordinary, spell-like, or supernatural abilities while spirit projecting, except those that he gains as part of the ghost template. During this time, the summoner's body falls to the ground, lifeless. If the summoner's body is slain or destroyed while he is spirit projecting, then he dies when the effect ends. If the summoner's ghost is slain or destroyed while he is spirit projecting, then he dies immediately, as does his body. The spirit summoner remains in this state for a number of rounds equal to his summoner level, or until he returns to his body, whichever comes first. The spirit summoner may use this ability once per day.

This ability replaces the merge form class feature.

Aspect of Undeath: Beginning at 18th level, a spirit summoner begins to take on some aspects of the undead.

He gains a +4 bonus on saving throws made to resist ability drain, death effects, disease, energy drain, exhaustion, fatigue, paralysis, poison, sleep, and stun. This bonus also applies to ability score damage applied to his physical ability scores (Strength, Dexterity, and Constitution), but not his mental ability scores. This bonus does not stack with itself: if an effect would fall into more than one category, the spirit summoner still gains only a +4 bonus.

This ability replaces the greater aspect class feature.



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New Witch Archetypes

If there was ever a class that lent itself to villainy, it's the witch. The very name "witch" is steeped in connotations of associations with satanic forces, and of using dark and hateful magic to spread misery and death. While the fantasy genre certainly allows for "good" witches or "white" witches of a more benevolent nature, the fact that they need to be referred to with a special name only reinforces the sentiment that witches are, by default, nasty individuals. Villainous witches simply embrace this stereotype, and perform all the horrible things that everyone already assumes most witches are doing anyway, such as ritual sacrifices, defiling and enslaving the dead, cavorting with fiends, and leveling horrible curses on all who oppose them.

The following section presents three new archetypes for the witch class. They are presented in alphabetical order.

Altar-Bound Witch

An altar-bound witch does not have a traditional familiar, but rather communes with her patron through sacrificial rites. Though an altar-bound witch has less innate magical talent than her traditional counterparts, she makes up for it by committing sacrifices of blood to her patron, from which she derives significant power.

Spell-Stunted: An altar-bound witch does not automatically gain new spells known at each additional level. She begins the game with the normal number of spells at 1st level, but after that can only learn additional spells through her altarbond class feature.

Altarbond (Su): Beginning at 1st level, an altarbound witch gains the ability to consecrate a table, rock, or similar solid, relatively flat surface to use as a special altar. This requires a short ritual that requires 10 minutes to perform, and allows the object to function as a special focus for a number of the altar-bound witch's class features for 24 hours. An altar-bound witch must commune with her patron at an altar that she has prepared in this way each day in order to prepare her spells. The altar effectively serves as her familiar, and stores spells in the same fashion, although any altar that she consecrates in this way has access to all of the spells she has ever stored in any altar.

Additionally, she can use her altar to learn new spells. In order to learn a new spell, she may either burn a scroll upon her altar and pray to her patron to learn the spell's secrets (a process that takes 1 minute), or she may make a sacrifice of a living sentient humanoid to her patron in order to unlock new magical knowledge. To perform such a sacrifice, she must use the coup de grace action on a living helpless humanoid that has been laid upon her altar. If the creature dies, the altar-bound witch may immediately learn a single spell of her choice from the witch spell list whose spell level is 1 or lower. For every 3 Hit Dice above the first that the sacrificed creature possessed, the maximum spell level of the spell that she learns increases by 1 (2nd-level spells for a 4 Hit Dice creature, 3rd-level spells for a 7 Hit Dice creature, etc.). If the sacrificed creature is capable of casting spells, then the witch instead immediately learns all spells that the sacrificed creature knew that appear on the witch spell list at a spell level that the altar-bound witch is currently capable of casting, instead.

Regardless of the method of adding spells, the witch can only learn spells that appear on the witch spell list at a spell level that the altar-bound witch is capable of casting at the time the spell would be gained.

This ability replaces the familiar class feature.

Immobilizing Altar (Su): Beginning at 2nd level, whenever an altar-bound witch lays a creature on an altar she has consecrated with her altarbond class feature, that creature is magically bound to the altar as though with invisible chains. The target is treated as though bound with rope to the altar. The DC for Escape Artist checks made to escape is equal to 20 + the altar-bound witch's witch level + the altar-bound witch's Intelligence modifier. The DC for a Strength check made to burst the bonds is equal to 20 + the altar-bound witch's Intelligence modifier. If the target is bound to the altar separately with mundane restraints, he must escape from both restraints separately, and the DC for both checks is increased by +2.

This ability replaces the hex gained at 2nd level.

Stone Table Initiate: At 6th level, the altar-bound witch gains the stone table sacrifice hex. Additionally, she can use this hex to cast spells that do not appear on the witch spell list, in addition to those that do. For the purpose of spells that do not appear on the witch spell list, the witch is treated as being able to cast 1st-level spells, and can only cast higher-level spells if the victim's Hit Dice are sufficient (*for example, while a 17th-level altar-bound witch could cast any spell on the witch spell list of 9th level or lower, in order to cast a non-witch spell of 2nd level, she would need to sacrifice a victim with at least 3 Hit Dice).*

This ability replaces the hex gained at 6th level.

Improved Coup de Grace (Ex): Beginning at 8th level, an altar-bound witch is an expert at performing ritual sacrifices, and knows just how to kill a victim with one fell blow. Whenever the altar-bound witch uses the coup de grace action with a light or one-handed melee weapon, the saving throw DC to resist dying is equal to 10 + the altar-bound witch's witch level + the altar-bound witch's Intelligence modifier, or 10 + the damage dealt, whichever is higher.

This ability replaces the hex gained at 8th level.

Black Magic Initiate: At 10th level, the altar-bound witch gains the black magic sacrifice hex. Additionally, whenever she casts a spell using that hex, she uses the higher



An altar-bound witch performing a sacrifice. Art by Gennifer Bone.

of her caster level or her victim's caster level, and the spell's saving throw DCs are calculated using the higher of either her primary spellcasting ability score modifier or her victim's.

This ability replaces the hex gained at 10th level.

Dread Slaver

These witches possess a cunning magic they use to enslave the dead to their will, preventing these souls from moving on to the next life and ensuring that their misery lives on. More than merely necromancers, the most powerful of these wicked practitioners of dark magic can enslave the minds, bodies, and souls of creatures on a permanent basis, transforming even the most good-hearted and benign creatures into the cruel and tormented killers known as black riders.

Bind Ghost (Su): Beginning at 1st level, a dread slaver gains the ability to conjure the spirit of a recently deceased intelligent humanoid and bind it to her will. In order to use this ability, the dread slaver must first mutilate the corpse of an intelligent humanoid that has been dead for no more than a number of days equal to the dread slaver's witch level. Mutilating a corpse in this fashion requires a fullround action, during which the witch carves magic runes of enslavement into the corpse's flesh and bones. The corpse is entitled a Will save (DC 10 + 1/2 the dread slaver's witch level + the dread slaver's Intelligence modifier), as though it were still alive, in order to resist the effect. If the corpse possessed more Hit Dice while it was alive than the dread slaver's class level, then it gains a bonus on this saving throw equal to the difference between the Hit Dice it possessed while it was alive and the dread slaver's class level (for example, if a 5thlevel dread slaver used this ability on the corpse of a 10th-level fighter, the fighter would get a +5 bonus on his Will save to resist the effect).

If the corpse fails this saving throw, its spirit is ripped from the afterlife, creating a ghost. This ghost has combat statistics identical to those that the corpse possessed while it was alive, with the ghost template applied. The dread slaver chooses which special attacks the ghost gains as a result of the ghost template. The ghost serves the dread slaver as though it had been summoned by *summon monster I*, although it does so for a number of rounds equal to the dread slaver's witch level + the dread slaver's Intelligence modifier. At the end of this time, the ghost must make an additional Will save (at the same DC). If the ghost succeeds on this saving throw, then it may choose to have its spirit return to its rightful place in the afterlife. If it fails its saving throw, or chooses not to return to the afterlife, then the ghost's spirit becomes trapped on the Material Plane.

A ghost that becomes trapped in the Material Plane in this way is bound to its mutilated remains. It cannot take any action to directly harm the dread slaver unless it succeeds on a Will save (DC $_{15} + 1/2$ the dread slaver's witch level + the dread slaver's Intelligence modifier). A failure on this Will save prevents the ghost from attempting to harm the dread slaver again for 24 hours, after which it can attempt to harm the dread slaver again. Once a ghost succeeds on this Will save once, nothing prevents it from harming the dread slaver. Other than its difficulty harming the dread slaver, a ghost that is trapped on the Material Plane in this way is free to act as it pleases. As long as the ghost remains trapped in this way, any attempt to resurrect it (such as a *raise dead* or *resurrection* spell) automatically fails.

For the purposes of the ghost's rejuvenation ability, there are two things which prevent the ghost from resting in peace: the existence of the dread slaver, and the mutilated state of its remains. If the dread slaver dies, all ghosts that she created in this way are immediately freed, and return to their respective places in the afterlife. Alternatively, if an individual ghost's corpse is either completely cremated, so that no piece remains, or the mutilation performed by the dread slaver is undone via magic and the corpse given a proper burial, then the ghost may make an additional Will save to return to the afterlife. If the ghost's corpse was restored and buried, rather than cremated, it gains a +10 bonus on this Will save. Finally, the dread slaver can release the ghost's spirit, allowing it to return to its place in the afterlife. Doing so requires a 1 minute ritual in which the dread slaver must expend a prepared spell whose spell level is equal to or greater than 1/2 the ghost's Hit Dice (if the ghost has more than 18 Hit Dice, then the dread slaver can expend multiple prepared spells in this way, but all spells expended in this case must be 9th-level spells).

A dread slaver can use this ability once per day at 1st level, and an additional time per day every 4 levels thereafter, to a maximum of 5 times per day at 17th level. Regardless of what happens to the ghost created by this ability, the dread slaver cannot use this ability on the same corpse more than once.

This ability replaces the hex gained at 1st level

Command Undead: At 6th level, a dread slaver gains the Command Undead feat, even if she does not meet the prerequisites. She does not need to expend daily uses of channel negative energy in order to use this ability. Instead, she can use it once per day, plus an additional time per day at 10th level and every 4 levels thereafter. The dread slaver's cleric level for the purposes of this effect is equal to her witch level, but the saving throw DC is still Charisma-based.

This ability replaces the hex gained at 6th level.

Dread Animation (Sp): Beginning at 10th level, a dread slaver can create a temporary skeletal minion to serve her. To do so, the dread slaver must perform a 10-minute ritual on the corpse of an intelligent humanoid creature that has been dead for no more than 1 day per witch level the dread slaver possesses, and which possessed no more Hit Dice when it was alive than 1/2 the dread slaver's witch level. This ritual requires the dread slaver painstakingly remove the skin and muscles from the victim's bones, then paint the bones in the corpse's own blood. At the end of this process, the dread slaver invokes the soul of the deceased creature, calling it back into the corpse and forcing it to serve her. The corpse is entitled a Will save (DC 10 + 1/2 the dread slaver's witch level + the dread slaver's Intelligence modifier), as though it were alive, to resist the effect.

If the victim fails this saving throw, it becomes animated as a skeletal champion. It has the same combat statistics as the creature had in life, but the skeletal champion template is applied to it. For the purposes of this ability, the creature does not gain any additional Hit Dice as a result of gaining the skeletal champion template, although it gains all other benefits of the template. A skeletal champion created in this way does not automatically serve the dread slaver, but she can spend a move action each round to control it, in which case she can direct it to act as she chooses, and it will do so on its own initiative. If the dread slaver fails to spend a move action controlling the skeletal champion in this way, it is free to act as it pleases, potentially including attacking the dread slaver, although the dread slaver can resume control on the following turn. The skeletal champion remains for a number of hours equal to the dread slaver's class level, although the dread slaver can end the effect prematurely as a full-round action.

At the end of this time, the skeletal champion must make a Will save (at the same DC). If it succeeds, it may choose to have its soul return to the afterlife, causing its bones to crumble into dust. If it fails the Will save, or chooses not to return to the afterlife, then it must immediately make an additional Will save. If it succeeds on this Will save, it becomes a free-willed skeletal champion, and can do as it pleases. If it fails this Will save, it becomes mindless, losing its Intelligence score, as well as all skills, feats, and class levels. Regardless of the result of either of these Will saves, once this occurs, the dread slaver can no longer control the skeletal champion as described above.

A dread slaver can use this ability once per day. She cannot use the ability on the same corpse more than once, nor can she use this ability on a corpse that she has already affected with her bind ghost class feature.

This ability replaces the hex gained at 6th level.

Horseman (Su): Beginning at 14th level, the dread slaver can perform a dreaded ritual that allows her to permanently enslave her victim's souls to serve as her black riders. This functions identically to her bind ghost class feature, with a few exceptions. First, the ritual takes a full hour to perform, and the dread slaver must sever the corpse's head as part of the ritual. Second, any ghost created by this ability gains the ability to summon a nightmare to serve as a mount. This functions as *summon monster I*, except that the creature summoned is always a nightmare, and the summoned nightmare remains indefinitely. The ghost can use this ability at will, but only as long as it does not currently have a nightmare summoned with this ability.

Finally, the ghost remains indefinitely, and is compelled to obey any creature that is in possession of its severed head. This compulsion functions identically to the spell *dominate monster*, except that the ghost is not immune, and the effect lasts indefinitely as long as another creature remains in possession of its head. Because it is the bearer of the head, not the dread slaver herself, that the ghost is beholden to, dread slavers tend to be very protective of these, and often keep them locked away (note that a creature does not have to be physically holding the ghost's head to be considered to be "in possession" of it). If the ghost ever gains possession of its own head, it is free to do as it pleases, but it still cannot return to the afterlife unless the dread slaver is killed or its remains are dealt with. Unlike ghosts created with her bind ghost class feature, a dread slaver cannot sacrifice prepared spells in order to release the ghost's spirit.

A dread slaver can have any number of black riders, but their combined Hit Dice cannot exceed her witch level. Black riders whose heads are stolen, or which she otherwise loses control of count against this total, meaning that the dread slaver must either reclaim such black riders or else destroy them in order to create a replacement.

This ability replaces the hex gained at 14th level.

Hexivus

A hexivus is witch who specializes in the use of prolonged and dire curses to inflict misery and suffering upon those she feels worthy of punishment. Her curses tend to be of a less immediately life-threatening nature than those of other spellcasters, and she focuses more on doing lasting harm, ensuring that her victims understand both the true nature of pain and loss, as well as their weakness before the hexivus's immense power. While a hexivus is capable of inflicting a lifetime of suffering upon her victims, forcing them to live in agony as a consequence for slighting her, the cruelest and most vindictive of this dire order go even further, casting curses which last for generations and punish entire bloodlines for their ancestor's impudence.

While many have considered the hexivus to be among the most terrible and evil of witches, there are occasional hexivuses that use their power to teach lessons to the cruel and unjust, and who work to ensure that their curses lead to help villains reform their evil ways. Such hexivuses become well-known folk heroes, though since such good-hearted hexivuses are so few and far between, this mostly serves to lend an air of legitimacy to the many cruel and hateful hexivuses who use their powers only for sadistic ends.

Minor Curse (Sp): Beginning at 1st level, as a standard action, a hexivus can bestow a minor curse upon a single living creature within 30 feet that she can see. The target must succeed on a Will save (DC 10 + 1/2 the hexivus's witch level + the hexivus's Intelligence modifier) or suffer a -2

penalty to the ability score of the hexivus's choice. This effect lasts indefinitely, although the target receives a new saving throw each day at dawn to end the effect. If the hexivus was at least 7th level when she used this ability, then the target may only make this saving throw once every 7 days, at dawn, instead, and if the hexivus was at least 14th level when she used this ability, then the target may only make this saving throw once every 28 days, at dawn.

Regardless of the hexivus's level, the curse can also be removed by *remove curse*, or more powerful magic. A hexivus can use this ability at will, but can only maintain a number of such curses equal to her witch level. The hexivus can release a character from this curse by speaking his name three times (the hexivus does not need to intend to release the target in order for this to work, and tricking the hexivus into speaking the victim's name three times will end the curse). If the target of this ability dies, the curse does not persist if the target is ever returned to life. Additionally, if the hexivus dies, all curses that she created in this way are immediately ended. Multiple instances of this ability on the same creature do not stack, even if the hexivus selects different ability scores. Only the most recent such curse has any effect.

This ability replaces the hexes gained at 1st level.

Everlasting Despair: At 4th level, a hexivus gains the everlasting despair hex. Additionally, beginning at 12th level, the penalty imposed by her everlasting despair hex increases to -2, and at 20th level, it increases further to -3.

This ability replaces the hexes gained at 4th level and 12th level.

Hex Item (Su): Beginning at 6th level, a hexivus gains the ability to curse magical items and turn them to a counter purpose. In order to use this ability, she must touch a magic item and succeed on a Spellcraft check (DC 20 + the item's caster level). If she succeeds, she may transform the touched magic item into a cursed item whose caster level is less than or equal to her witch level, and which the target magic item could have become (see cursed items in the Pathfinder Roleplaying Game Core Rulebook for more information on the creation of cursed items). The magic item is entitled a saving throw (DC 10 + $\frac{1}{2}$ the hexivus's witch level + the hexivus's Intelligence modifier) in order to resist the effect. If the magic item fails this saving throw, the change lasts indefinitely, although it can be undone with a *break* enchantment spell, provided that the caster succeeds on a caster level check (DC 10 + the hexivus's caster level).

This ability replaces the hex gained at 6th level.

Sensory Hex (Su): At 8th level, the hexivus gains the ability to hex her foes from a distance. At 8th level, she can use any hex she knows on a creature she can clearly see and hear, regardless of the ordinary range of the hex. This ability does not function on hexes that normally have a range of touch, nor does it allow her to use hexes that normally only

affect her or her familiar to affect other characters, instead. The witch must be able to see and hear the target normally to use this ability. She cannot use this ability to use her hexes on creatures that she can only see via *scrying*, or similar effects.

This ability replaces the hex gained at 8th level.

Seal of the Kiss: At 10th level, the hexivus gains the seal of the kiss major hex. Additionally, she can use the seal of the kiss hex to modify her minor curse class feature, as though it were a spell with the curse descriptor. If she chooses to modify her minor curse class feature in this way, then the penalty to the chosen ability score increases to -3.

This ability replaces the hex gained at 10th level.

Familial Hex: At 18th level, the hexivus gains the familial curse grand hex. Additionally, whenever a spell that she has modified with this hex passes down to the next generation, it affects all of the target's offspring, instead of just one of the target's offspring.

This ability replaces the hex gained at 18th level.

New Witch Hexes

The following section presents a variety of new witch hexes, major hexes, and grand hexes, which witch characters can select instead of the ones presented in the *Pathfinder Roleplaying Game Core Rulebook*. Many of these hexes are designed specifically to work in conjunction with the witch archetypes presented in this book, while others are general witch hexes with a villainous bent. They are presented in alphabetical order.

New Hexes

Curse of Stunted Growth (Su): The witch can cause a single living creature within 30 feet to become physically incapable of aging or growing in any way. If the target fails a Fortitude save, then his hair, teeth, fingernails, and similar body parts stop growing, and, additionally, he ceases to age and cannot become older. If a magical effect would cause the target to grow or age (including an enlarge person spell or spells of the polymorph subschool, if they would cause the target to increase in size as part of the transformation), the caster muster succeed on a caster level check (DC 10 + the witch's level + the witch's Intelligence modifier) or the spell or effect fails. This hex remains in effect for 1 year, unless the target is a child, in which case the hex lasts indefinitely. A creature that succeeds on its Fortitude save is immune to this hex for a year and a day. The witch cannot affect herself with this ability. The effects of this hex can be ended with a remove *curse* spell.

Dread Sign (Su): A witch with this hex can make a dreaded sign that invokes the most malign and wicked aspects of her patron. Doing so requires a full-round action, as well as both a surface to write upon and a means of writing upon it in a visible fashion. This blasphemous sign is instantly recognizable for what it is, and any good character that views the sign clearly from a distance of 30 feet or less must succeed on a Will save or be shaken for a number of rounds equal to the witch's class level. The sign lasts indefinitely, but retains its frightening ability for no more than 1 hour, or until it has been triggered by a number of creatures equal to the witch's Intelligence modifier. The witch can maintain this effect for only one such sign at a time, and if she uses this hex again before the previous sign has been discharged, the previous sign immediately loses this ability, as though its duration had expired.

Eternal Despair (Su): The witch brings a dark cloud over the mind of a single living creature within 30 feet. The target must succeed on a Will save or become hopelessly depressed and unable to feel happiness, love, or calm. The target suffers a -1 morale penalty on attack rolls, ability checks, saving throws, and skill checks, and cannot gain a morale bonus of any kind. Additionally, while under the effects of this hex, his starting attitude towards all other creatures is treated as being two steps worse than it actually is (helpful becomes indifferent, friendly becomes unfriendly, and so on). This hex lasts indefinitely, but each day after the first, the target may attempt a new Will save in order to end the hex.

Malicious Presence (Su): The witch can create an aura of either cold or heat around herself. As a standard action, she can choose to either raise or lower the temperature by one step in a 20-foot-radius area centered on her (for example, if she was in an area of severe cold [-1° F to -20° F], she could either increase the temperature in the affected area to cold [0° F to 40° F], or decrease it to extreme cold [-21° F or colder]). This effect lasts for 1 minute, and does not provide the witch with any special protection from the effects of the change in temperature. Additionally, as long as this hex is in effect, the witch gains a +4 circumstance bonus on Intimidate checks made against creatures within range of the effect.

Rite of Seven Cups (Su): This hex allows the witch, along with a number of associates, to work together to summon a powerful fiend from the lower planes. The hex requires a ritual which must be performed with at least 5 other witches who simultaneously use the hex and chant around a long table set with 7 cups, each filled with the blood of a different virgin. At the completion of the ritual, the witches must repeat three times, in unison, the name of a single fiendish entity that they wish to summon. If they do, then they may immediately attempt to summon and bind that fiend. They may do so without knowing the fiend's sigil, and gain a bonus on the calling check equal to the highest caster level among all the participants, +1 for every participant beyond the first (to a maximum of +6 for 7 participants). If the fiend is successfully called, then the same bonus is applied to the binding DC. For more information on summoning and binding fiends in this way, see The Deluxe Guide to Fiend Summoning and Faustian Bargains.

Rob Vision (Su): A witch with this hex can extract a single eye from a helpless humanoid creature and place it on a special stand created from the foot of a crow. As long as the eye remains intact and does not decay, the witch can stare into it as a full-round action and see whatever the other eye of the victim sees, until the beginning of the witch's next turn. The witch can have as many eyes affected by this hex at any given time as she can keep preserved, but must spend 1 hour and 5 gp per stand she creates.

Ruin Metal (Su): With a touch, a witch with this hex can cause an object that is made of metal to become weak and brittle, giving it the broken condition. A successful Fortitude save negates this effect. Any attempt to restore the object is also made exceptionally difficult. Magical attempts to remove the broken condition from the object fail unless the caster succeeds on a caster level check (DC 10 + the witch's class level), and the DC of any Craft check made to repair the item is increased by an amount equal to the witch's Intelligence modifier.

Spectral Extortion (Su): A witch with this hex can mentally commune with her patron or another fell spirit in order to learn the secrets of a single creature that she can see. Doing so requires that the witch make a special Diplomacy check (DC 10 + the target's Hit Dice) as a full-round action, as she attempts to mentally coax the spirits into telling her what she wants to know. If she succeeds, she learns a single secret or hidden piece of information about the target (this could be anything from a secret identity or plot to the fact that the target is having an affair, or anything else that the target does not want the world to know, whether or not it pertains to the witch directly). The witch may only use this hex once on any given creature, and cannot retry in the event of a failure.

Steal Voice (Su): A witch with this hex can eat the tongue of any creature that can speak in order to gain the ability to speak like that creature. The witch can perfectly mimic the victim's vocal mannerisms and speech. This effect lasts indefinitely, but the witch can only maintain one such vocal disguise at a time, and consuming another tongue in this fashion causes her to lose the ability to speak like the previous creature whose tongue she consumed.

Stone Table Sacrifice (Su): A witch with this hex can use a helpless victim to power her magic spells. In order to use this ability, the witch must lay a helpless, good-aligned humanoid upon an altar or table made from stone and use the coup de grace action on him. If the target dies as a result of the coup de grace, the witch may immediately cast any spell that appears on the witch spell list that she is capable of casting. Casting a spell in this way does not expend any of the witch's spell slots, and she need not have prepared the spell in advance, or even know the spell. If the victim possessed 3 or more Hit Dice, then for every 3 Hit Dice that the victim possessed, the spell that the witch casts in this way can be one spell level higher than the witch is currently capable of casting (for example, if a 4th-level witch sacrificed a 6th-level fighter, she could cast a 4th-level witch spell, instead of a 2ndlevel witch spell). Additionally, for every two Hit Dice that the

victim possessed, the witch's caster level is treated as 1 higher for the purposes of this spell.

Spells cast in this way require any normal material components and focuses, and have the same casting time as normal. If the spell has a casting time of 1 round or less, the witch can cast it as a free action made as part of performing the sacrifice. Otherwise, the sacrifice counts as the first round of casting the spell. Spells gained in this way cannot be "held" or "stored" for later use: if the spell is not cast immediately, it is wasted.

The witch can use this ability once per day. At 5th level, and every four levels thereafter, she can use this ability one additional time per day.

New Major Hexes

Cup of the Beast (Sp): A witch with this hex can enchant a cup through a special ritual, during which she drains some of her own blood into the cup, imbuing it with fell power. Any character who drinks the witch's blood from the cup must succeed on a Fortitude save or be permanently *polymorphed* into a wild boar. If the target transforms as a result of this ability, he is free to do as he pleases, but cannot attack the witch unless he succeeds on a Will save (same DC). If the target fails this saving throw, he is unable to attack the witch or attempt to harm her in any way until 24 hours have passed, at which point he can try again. A *break enchantment* spell, or more powerful magic, ends the effect. A creature that succeeds on the initial Fortitude save cannot be affected by this hex by the same witch again until the next new moon.

Dreadworm Infestation (Su): A witch with this hex can cause an infestation of horrible, writhing parasitic worms to appear within a single living creature within 30 feet. The target must succeed on a Fortitude save or have these worms make their nest in his body, gnawing at his insides and stealing his nourishment. If the target fails his saving throw, he is sickened for 1 hour. Each hour, he must succeed at a new Fortitude save (at the same DC) or be sickened for 1 hour. Additionally, a character who has been infested by these worms cannot get a good night's sleep and recovers no hit points or ability damage from rest (if he is a spellcaster, he is still able to regain his daily spells as normal). Finally, a character affected by this hex must eat at least 3 times what he ordinarily would or become fatigued. If left unchecked, the worms remain within the target for a number of days equal to the witch's class level, although a restoration spell, or more powerful magic, can expel the worms. Alternatively, if the target does not eat for at least 5 consecutive days, the worms die of starvation.

Heathen's Warding (Su): A witch with this hex can temporarily ward herself against the divine. As a standard action, she can magically shield herself such that any divine spells that target her have no effect on her unless the caster succeeds on a caster level check (DC 10 + the witch's caster level). This effect lasts until the end of the witch's next turn.

Memory Lock (Su): A witch with this hex can lock away parts of a creature's mind, preventing him from being able to form new memories. As a standard action, the witch can force a single humanoid creature within 30 feet to succeed on a Will save or be affected by this hex. If the target fails, then whenever he rests, he loses all memories of everything that occurred since the time that he was affected by this hex. If left unchecked, the hex lasts for a number of weeks equal to the witch's class level, after which the target stops losing his memories and regains all his lost memories of everything that has occurred since he was hexed. A break enchantment spell is also sufficient to end the hex and restore the lost memories.

Seal of the Kiss (Su): A witch with this hex can magically "lock" a curse into place, making it incredibly difficult to remove. Whenever the witch casts a spell with the curse descriptor, she can choose to modify it with this hex as a free action made as part of casting the spell. If she does, the spell's saving throw DC is reduced by -2, but the curse cannot be removed by magical means, including *break enchantment*, *remove curse*, or even *wish* or *miracle*. Curses modified in this way end automatically if the target receives a kiss from a pure maiden or a valorous knight. Alternatively, after a year and a day have passed since the curse was placed, the curse once again becomes susceptible to being removed. This hex does not in any way extend the duration of a curse, and if the curse has a duration other than permanent, at the end of that duration the curse's effect ends, as normal.

Sever Arcana (Su): Witches with this hex can temporarily suppress all of a creature's magic, preventing him from doing any spellcasting or using any supernatural powers for a brief time. As a standard action, the witch can force a single creature within 30 feet to succeed on a Will save or be unable to cast spells or use spell-like or supernatural abilities until the end of the witch's next turn. The witch can use this ability a number of times per day equal to her witch level.

New Grand Hexes

Black Magic Sacrifice (Su): A witch with this hex can bind a living victim who is capable of casting spells to an altar, and use him to power her spells. In order to use this hex, the witch must bind a helpless, living creature that is capable of casting spells to a stone altar or table, and then perform an hour-long ritual that allows her to draw upon the helpless victim's magic. As long as the victim remains bound to the altar, the witch can cast witch spells that she knows without expending spell slots to do so. Whenever she casts a spell in this way, the victim suffers an amount of Constitution drain equal to the spell level of the spell that the witch cast. This Constitution drain cannot be healed by any means until a number of days equal to the witch's Intelligence modifier have passed, after which it can be healed as normal for Constitution drain. Any effect that prevents the victim from suffering Constitution drain interferes with this effect, and causes the spell to fail. If the witch attempts to cast a spell in this way whose spell level is higher than the victim's remaining Constitution score, the spell fails.

Dark Conception (Su): With a touch, a witch with this hex can magically impregnate a living female humanoid, causing her to suddenly become pregnant with fiendish offspring. The exact nature of the fiend that begins gestating within the target is outside of the witch's control (and subject to GM discretion), but the pregnancy is supernatural in nature, and takes place extremely rapidly. A successful Fortitude save negates the effect. Otherwise, the evil seed takes root within the victim, and it begins to warp her mind and soul to evil even as it grows within her.

As long as the target remains impregnated, she must succeed on a Will save (using the hex's saving throw DC) each night or have her alignment forcibly changed to match the fiendish creature's alignment for 24 hours, and be compelled to protect the child and ensure that it comes to term, as though she had been affected by a *charm monster* effect. If the target succeeds on three of these saving throws in a row, she becomes immune to this effect for the duration of the pregnancy. On the other hand, if she fails on three of these saving throws in a row, the effect is permanent. This alignment change and compulsion can be removed with an *atonement* or *break enchantment* spell, at which point, if she is still pregnant, the target resumes making saving throws every 24 hours to resist the effect.

The pregnancy is supernaturally fast, lasting only three weeks. During the first week, the target suffers no ill effects from the pregnancy other than those described above. During the second week, the target is fatigued. During the third week, she is exhausted. At the end of the third week, the fiendish entity violently rips its way out of the victim's womb, inflicting 5d8 points of slashing damage to the target, to which damage reduction does not apply. The fiend grows rapidly upon leaving the womb, and reaches maturity in 2d4 minutes, after which it functions normally for a creature of its kind. If the victim survives, and was subject to the pregnancy's mind-altering affect, she remains charmed and loyal to her offspring.

The pregnancy can be stopped prematurely by a *wish* or *miracle* spell. Alternatively, a *banishment* spell can end the pregnancy as well, but only if the caster succeeds on a caster level check (DC 10 + the witch's class level + the witch's Intelligence modifier). A *protection from evil* spell can suppress the fiendish entity's mental control over the victim, and can also prevent the creature from emerging from the victim for as long as she benefits from the spell, but does not reverse or otherwise halt the pregnancy.

Familial Curse (Su): Whenever the witch casts a spell with the curse descriptor, she can use this hex as a free action to cause that curse to potentially affect the target's descendants, as well. If the target dies while still affected by the affected curse, then one of his living children, if he has

any, is automatically affected by the curse, as well. The new recipient of the curse may make a new a saving throw to resist it (at the same DC as the initial curse), but suffers a penalty on his saving throw equal to twice the number of characters that have been affected by this curse before him (i.e., the initial target's direct offspring suffers a -2 penalty, that character's offspring suffers a -4 penalty, etc.), to a maximum penalty of -10.

This continues on through the generations, meaning that if the initial target's child dies while still affected by the curse, it will pass to one of the child's offspring, and so on. If desired, the witch can specify how the curse passes down to the target's children when she uses this ability (such as always passing to the oldest son, or youngest daughter, etc.), but only one of the target's offspring can be affected.

If the affected spell has a duration other than permanent, and is a 6th-level spell or lower, its duration is increased to permanent. If the affected spell is 7th-level or higher, then this hex has no effect on its duration, and even if the curse transfers from one character to another, its duration remains the same, and does not reset. Regardless of the spell's level and normal duration, the witch must specify a certain action or condition that the victim can perform or accomplish in order to end the curse. This condition need not be likely, but should be something that could conceivably be accomplished by the character (or his offspring) if they try hard enough. The condition cannot be arbitrary or entirely outside the target's control (for example, slaying a mighty dragon or marrying a princess would be acceptable, but convincing the witch that she wants to lift the curse would not, nor would "the end of the world."). The GM is the final arbiter of what is and isn't an acceptable condition. If the condition is met, then the curse ends immediately.

The witch may use this ability any number of times per day, but cannot use it on the same target twice in one day. A given creature cannot be affected by more than one familial curse at any given time. If a creature under the effects of a familial curse would be affected by another curse that has been modified by this hex, the second curse affects the target normally, and is not treated as a familial curse.

Appendix: Losing Limbs

Various publishers have attempted to capture the effects of losing limbs in game mechanics throughout the years, to varying degrees of effectiveness. It is impossible for this book to be compatible with all of those different supplements, as many are contradictory. Further, we want you to be able to use the material in this book without having to pick up another, unrelated, book. As a result, we're including our own recommended rules for the effects of lost limbs, below. That said, if you have a different set of rules that you prefer, feel free to use them instead; just be aware that doing so may greatly affect the game balance of anything in this book that involves the loss of limbs.

Arm: A character that loses an arm suffers all the penalties associated with losing a hand, with a few differences. The penalty to Climb and Disguise checks increases to -10, and the penalty to CMB and CMD increases to -6. The character's Strength score is treated as 8 lower than it actually is for the purposes of determining how much weight he can lift off the ground and above his head, rather than 4 lower than it actually is. This still doesn't affect his actual carrying capacity.

A character that loses both arms suffers all the normal penalties for losing both hands, except that he also loses his wrist slot for magic items, he cannot cast spells with somatic components at all, and cannot make Climb checks at all.

Eye: A character that loses an eye suffers a -4 penalty on all sight-based Perception checks. Additionally, his poor depth perception gives all of his attacks a 10% miss chance.

A character that loses both eyes is blind. Even if a character loses both eyes, he can still wear and use magic items that take up the eye slot, though he may not gain much use from them, if they require that he be able to see in order to function.

Foot: A character that loses a foot is unable to run, though he can still charge. His movement speed is reduced by half (rounded down), and he suffers a -4 penalty to CMB and CMD for the purposes of bull rush and overrun combat maneuvers. He cannot make trip combat maneuvers without a held weapon, and suffers a -4 penalty to CMD versus trip combat maneuvers. Finally, he suffers a -5 penalty to Acrobatics and Climb checks, as well as Disguise checks made to appear as someone with both feet, and certain Perform checks (at the GM's discretion).

A character who has lost both feet is denied his Dexterity bonus to AC at all times, and cannot charge. Further, the penalties to CMB and CMD increase to -15, and the penalties to skill checks increase to -20. A character with no feet does cannot wear feet slot magic items. Finally, such characters have their movement speed reduced to 1/4 their original speed (rounded down, minimum 5 feet).

Hand: A character that loses a hand is unable to hold anything with that arm, though he can still affix a shield to the arm from which the hand was lost. The character loses the ring slot associated with the missing hand. The character can cast spells with somatic components without difficulty,

but must use his remaining hand to do so. The arm with the missing hand cannot be used to make somatic components. The target suffers a -5 penalty on Climb, Craft, Disable Device, and Sleight of Hand checks. He also suffers this penalty on any Disguise check made to appear as someone with both hands, and on certain Perform checks (at the GM's discretion). The character also suffers a -4 penalty to CMB for the purposes of the dirty trick, drag, grapple, and reposition maneuvers, and a -4 penalty to CMD for the purposes of creatures attempting to escape from a grapple with the target. Further, the arm with the missing hand cannot be used to perform disarm or steal combat maneuvers. Finally, the character's Strength score is treated as being 4 lower than it actually is for the purposes of determining how much weight he can lift off the ground or lift overhead, though his actual carrying capacity is unaffected.

A character that loses both hands cannot hold or carry objects normally, and suffers a -20 penalty to the listed skills, instead of a -5 penalty. The penalties to CMB and CMD increase to -15, and the target can no longer make disarm or steal combat maneuvers. Characters with no hands must succeed on a Concentration check (DC 15 + twice the spell's level) to cast any spells with somatic components.

Leg: A character that loses a leg suffers all the penalties associated with losing a foot, with a few differences. His movement speed is reduced to 1/4 his original speed (rounded down, minimum 5 feet), and he can no longer run or charge, nor can he take a 5-foot step. The penalties to CMB and CMD are increased to -8, and the penalties to skill checks are increased to -10. Finally, a character that has lost a leg calculates his carrying capacity (including light, medium, and heavy loads) as though his Strength score were 5 lower than it actually is.

A character that loses both legs is always prone, and cannot walk. He can crawl 5 feet as a move action that provokes attacks of opportunity, as normal for a prone character. He cannot make bull rush or overrun combat maneuvers. He cannot make Climb checks, and suffers a -40 penalty on Acrobatics checks, Disguise checks made to appear as a character with both legs, and certain Perform checks (at the GM's discretion). Finally, the character treats his Strength score as though it were 15 lower than it actually is for the purposes of determining his carrying capacity (including light, medium, and heavy loads), to a minimum Strength score of 1.

Other Considerations

A discussion of some of the other things to consider when managing lost limbs is included below.

Healing: Lost limbs can be restored magically via the *regenerate* spell, as well as certain other spells (such as *Nosicaar's assimilation* from *A Necromancer's Almanac* 2012). Healing hit point damage does not restore lost limbs. If the severed limb is recovered and a Heal check (DC 30) is performed within a number of minutes equal to the victim's Hit Dice, a severed body part can be reattached. A body part that is reattached in this way does not function for one week (during which time the victim suffers all the normal penalties of being without the body part), but after this time the limb functions normally. **Paired Magic Items:** If a character only has one foot or arm, he is not able to wear two shoes or two bracers. Generally speaking, the magic of these items is actually still able to function in these situations, however, and characters with only one foot or one arm should be able to wear feetand wrist-slot items without any additional difficulty.

Prosthetics: Several different sourcebooks provide information on various prosthetics, including magical and technological prosthetics. These usually have assorted effects that vary from prosthetic to prosthetic, above and beyond replacing the function of a missing limb. In general, a mundane prosthetic is unlikely to be as good as the limb it is attempting to replace, and negates only half of the penalties suffered for missing the limb in question, unless the individual prosthetic's description indicates to the contrary. Magical or technological prosthetics may be as good as or better than the original limb, and should, in general, largely negate any penalty for the missing limb.

Unarmed Strikes: Because unarmed strikes do not differentiate between different limbs, losing one or more limbs does not negatively impact a character's ability to make unarmed strikes. A character that loses both arms and both legs is unable to make unarmed strikes (although GMs who are so inclined may allow the character to do so by headbutting his opponent, in certain circumstances).



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Reach New Ineights of Depravity

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It is the fond dream of nearly every gaming group to run an "evil campaign" some day. You know the ones instead of playing brave beroes out to save the day from dastardly villains, the party takes on the role of the evildoer, and, between trying to demonstrate how much more nearlous they are than each other, work together to perform some truly befores acts of evil. It's a chance for the party to let their hair down, take the lid gloves off, and really have some deliciously immoral fun. And now that there are popular adventure modules written for this very purpose, it's easier than ever for GMs to accommodate this sort of fun.

But what about the players? While there's certainly nom for moral ambiguity in just about every one of the standard Pathfinder classes, the rules are still clearly written with hences, not willains, in mind. Creative players can certainly find ways to put existing abilities to use for cuil, but what if there were entire archetypes and groups of class features written specifically for those of malign intent? Imagine what sorts of horrors players could get up to then!

This book contains several new archetypes and alternate dass features for five different dassess the alchemist, barbarian, rogue, summoner and witch, all of which is designed to make it fun and easy to build truly insidious and reprehensible villains. From the mad science of the body artistil who can chop up still—living victims and harvest their body parts to form powerful graftsilte the dark rituals of the alter—bound witch, who specializes in human secrifice in order to gain incredible magic power, the archetypes, discoveries, ragpowers, rogue talents, and heres included in this book allow players to unleash truly wicked characters on their game world.

Of course, you don't need to be running an coll campaign to get use out of this book. The content is also great for building NPC villains to throw against players of every sort, and the unique mechanical abilities that are provided will help ensure that combat is memorable, and that the villain really gets under the party's skinsometimes literally. So don't wait: begin your reign of terror today!